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Welcome to Official PlayStation Magazine

Only a cardboard sleeve stands between you and the world of PlayStation.

On The CD



Crash Bash

Playable
Multiplayer mini-game larks starring the marsupial meister. Crash fans won't be disappointed with this great party game. Hilarious.



TOCA World Touring Cars

Playable
Prepare for the hustle and bustle of the greatest instalment to date.



Jungle Book Groove Party

Playable
Do your best to jive in this funked-out retro toe-tapper. Boogie fever.



This Is Soccer 2

Playable
Good enough to tackle FIFA? Find out in this two-minute quick match.



Prince Naseem Boxing

Playable
Slip into some leopard-skin pants and prepare to unload those fists.



Mat Hoffman's Pro BMX

Video
Is the bike mightier than the board? Witness the stunts and levels here.



Spyro 3

Playable
Another perfect 10 from our beloved purple, fire-breathing dragon.



The World Is Not Enough

Video
Bring on the Bond-age in this tantalising 007 snippet. A real teaser.

Muppet Monster Adventure

Video
A sneak peek at cute little Robin's quest to save Uncle Kermit and the gang.

Koudelka

Video
Get drawn into this dark, dark world where dark, dark things happen.

Monster Rancher

Video
A game that lets you breed strange beasties using your CD collection.

Download

Cheats for Silent Hill, Kurushi and Wipeout 3 to save onto Memory Card.

It's evolution, Baby.

Since the first pixel bounced across the first screen the games industry has been in a constant state of evolution. With the recent arrival of the PS2 and the PSOne, this has never been truer than in 2001.



The PS2's stunning abilities have taken gaming to the next level and the PSOne has styled the world's most popular console into a hip new pocket-friendly size. In the near future the PSOne will also feature accessories like a flip-top screen and mobile phone connectivity, allowing you to enjoy PlayStation games wherever you are and surf the latest wave of Internet mania. As an indication of just how excited Australian and New Zealand punters are by the new PSOne, more than 65,000 machines flew out the doors in the first month. And nobody is more excited about the future of PSOne than we are, so we've rebuilt your favourite magazine from the ground up to make for a sleeker, more focused publication that provides everything you could want to know about the PSOne. With 32 games reviewed and 11 demos on the disc, there's a mammoth amount of gaming crammed between these pages.

Because both the PSOne and the PS2 have far too many exciting developments every month for it to ever be possible to squeeze them into a single magazine, we now provide you with two Official PlayStation publications. *Australian PS2 Magazine* has been launched to give you a detailed overview of the massive world of the PS2 and *Official PlayStation Magazine* has been redesigned to best take advantage of the thriving PSOne market.

It doesn't matter what part of the rapidly evolving PlayStation scene you are interested in because you can always rely on an *Official PlayStation Magazine* being there to offer you all the exclusive information and playable demos.

Rob Pegley, Editor



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THE JOY OF X

PSM visits the X-Games in California to hunt down the next big thing in extreme sports videogames.

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As the Galactic Civil War rages on, **SMASH!** the Hutt crime lords continue to prosper in the chaos, **CRASH!** controlling most **BLAST!** of the contraband trade and gambling operations **SCRAPE!** in the galaxy. **BANG!** Jabba the Hutt, who already derives **SHATTER!** significant earnings **BUMP!** from betting at the famed Podraces, decides **CRUMBLE!** to organize **CRASH!** his own dangerous underground race **SMASH!** to maximise his profits. Well aware of the public's thirst **BUMP!** for action, he devises **BANG!** the most brutal **BLAST!** underground event yet...

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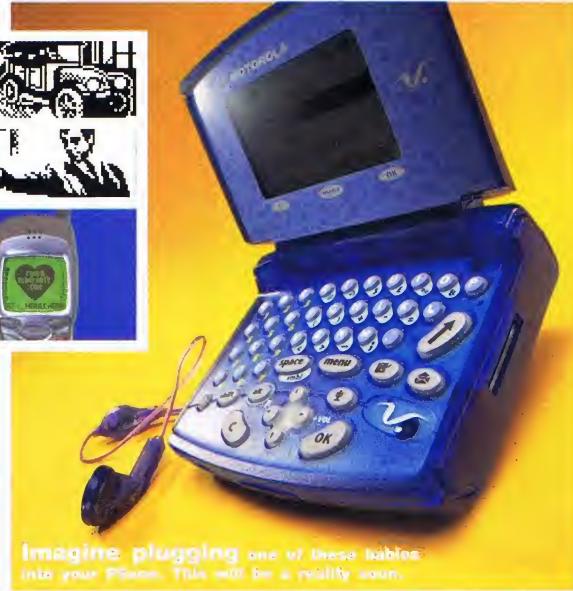
planet playstation

The latest news from Planet PlayStation...

What began
as a subtle design
change has given
birth to a console
with more gadgets
than the famous
Inspector himself!



WAP games
are coming thick
and fast. Japanese
gamers are already
able to use their
PocketStations to
access e-mail.



Imagine plugging one of these babies into your PSone. This will be a reality soon.

PSone Trick Pony?

The fastest selling games machine will soon be your portable answer to gaming and Net surfing.

Proving just how immense the popularity of PlayStation is, in the first month of sales alone, more than 65,000 PSone consoles were gobbled up by eager shoppers. The sleek, new-look PlayStation is reason enough to get excited, but it's the future capabilities like the portable LCD screen and WAP technology that has really notched excitement up to fever pitch.

Much has been written about the WAP compatibility

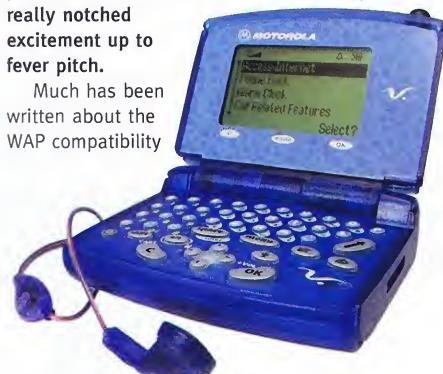
of PSone and its implications for gamers, but for gamers in Australia and New Zealand, it's all been pure speculation so far. In Japan, however – given the country's extensive mobile phone network – things are moving apace and last month's World PC expo in Tokyo opened up even more possibilities.

Sony also revealed clearer plans for PSone software that would allow a more advanced access to online facilities than previously thought. By hooking a PSone up to a Java-ready mobile you will be able to access sites on the Internet as well as send and receive e-mail. Not only that, but the system will allow for downloadable games. Whether this is actually some kind of PocketStation facility, full games that you'd save to Memory Card or bolt-on sub-games for already available PlayStation games is not clear yet, but all are apparently viable.

Mobile phones in Japan are significantly more

advanced than the systems we use here, so it's little surprise that such options are becoming available. The arrival of the promised LCD screen to slot on to the PSone's current lid – due early in 2001 in Japan – will give the whole idea a real boost. Technology will soon reach a point where you'll be able to play games on the road with PSone using rechargeable batteries. Add to this the new Web browsing facilities and you have what's effectively portable access to the Internet.

You might be wondering how this differs from standard WAP phone access. The key is the PSone's screen, which shows full colour and supports Java script, meaning all the trendy little animations on pages will run just fine. It also enables the games to be that much more sophisticated than WAP efforts, since they'll run in full colour.





Bytes

TOMB RAIDER EXTRAS

As an extra treat for those *Tomb Raider* fans who bought a copy of *Chronicles*, Core has hidden game screens, character art and a movie of the upcoming PS2 title *Tomb Raider: Next Generation* within the PSone game. Have a look at the uber-babe's greatly enhanced curves by pressing **Select** in-game to go into the inventory screen. Highlight the Timex icon and hold down **L1**, **L2**, **R1**, **R2**, **down**, **circle** and **triangle**. Quit to the main menu that now has a Special Features option. Happy ogling.

RESI: THE RIDE

The Tokyo Film Festival has played host to a 22-minute CG movie based on *Resident Evil*, called *Resident Evil 4D Executioner*. The short, produced by Visual Science Laboratory, demonstrated just how ghastly the future of survival horror could look. You're unlikely to see the film appearing as a game on the PS2 any time soon, as the rendering quality is higher than the PS2 can currently handle. But if you're in Japan you can appreciate the terrifying footage in all its gory glory as part of a recently opened amusement ride.

DRIVER 3

"Tanner and Jones will be back in 2002." That's the message that greets you on completing *Driver 2*, and it means we can look forward to an out-and-out thriller of a third instalment to this superb mission-based driving series next year. The game, carrying the imaginative title of *Driver 3* (we can reveal here) will appear on the PS2, and publisher Infogrames is promising to see off the sophisticated stylings of PS2 newcomer *The Getaway* with new cities, more out-of-car action and some startlingly swish graphics.

WWF IN THE ZONE

THQ's lucrative WWF licence could soon prove more lucrative with the announcement of the Extreme Football League (XFL). The XFL is a bizarre mixture of real sport and wrestling's pantomime heroics. Conceived by WWF owner and resident bad guy Vince McMahon, the eight-team league kicks off in the US in February. If it proves to be a ratings winner, then a *SmackDown*-style American Football game could be on the cards.

Ringside With Afro Thunder

Orpheus Hanley is the sound man for *Ready 2 Rumble* and *Astro Thunder*

Official PlayStation Magazine: How did you get involved in games, and *Ready 2 Rumble*?

Orpheus Hanley: I started as a voice artist and worked on the *King's Quests*, which also taught me to design 'front end' music and deal with ambiances. I'd just completed years of work on *Hydro Thunder*. I should have taken a vacation, but I heard *R2R* was looking for a front-end and SFX guy. I went along and they took pictures of my face and body that later formed *Astro Thunder*. Everything about him is me. They used my picture and voice, but they had a plan for him, a name and a concept drawing.

PSM: Michael Jackson was involved in *Ready 2 Rumble: Round 2*. How did that come about and what did he do?

OH: He's a huge fan of the original and *Astro Thunder*. He really wanted to be involved, so he came in and

did his lines as well as ad-libbing a bit. At one point he even mimicked Afro. He was okay with me and did as I asked, which was very weird.

PSM: What part of your contribution are you happiest with?

OH: I guess I'm happier with the direction the music has taken stylistically. It's still R'n'B/hip-hop, but it's more vocal, and I've written more specific songs for the characters.

PSM: How important is sound in shaping the game?

OH: It's everything. I used music to demonstrate the evolution of characters from the first game. I employ a musical style prominent in their hometown. Every time they open their mouth they reveal their personality. We made [Michael Jackson's voice] deeper so he sounded less like a singer and more like a fighter.

PSM: Is *R2R* too simplistic?

OH: It's easy to pick up, but you can't win every time without skill. We've tightened things up with different levels of rumble flurries.

PSM: Are you already looking to the challenges beyond PS2?

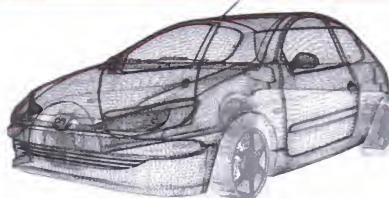
OH: Yes, but I don't think we'll be putting together another *R2R* just yet – there's mileage in a wrestling game, for example.

PSM: Do you think *Ready 2 Rumble* could harness the Internet?

OH: Definitely. You could challenge other gamers online and possibly download characters.

PSM: Describe what gaming will be like five years from now.

OH: I've already seen gaming change films with the influence of computer-generated graphics. I'm hoping for a greater crossover between the two media.



Paid To Play Games

It's not uncommon for *PSM* staff to get grilled with questions about the best way to break into the videogames industry.

The local industry is looking healthy, with EA's studio on Australia's east coast and firms like Ratbag and Melbourne House making world-class games.

PSM had a chat to one of Europe's top development houses, Codemasters, about working in its QA (Quality Assurance) department. QA tries to ensure that games run to the highest possible standard, and produces reports on every stage of the development process, so designers can dispatch bugs, knock out the too-easy bits and essentially make the game work properly.

"Successful candidates need a good eye for detail, to be able to work well in a team, have exceptional game-playing skills, a high boredom threshold and the ability to communicate in both written and oral form. An in-depth knowledge of the gaming world and a high level of PC literacy [both hardware and software] are advantageous," explained a Codemasters spokesperson.

If you make it in the games industry, let us know. And if you help make terrible games, expect no mercy.

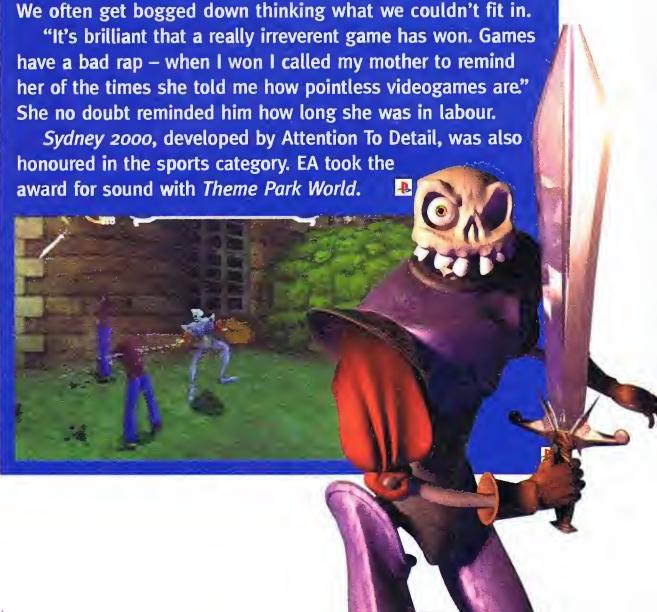
MediEvil II Wins Top UK Games Award

Sony Cambridge Studios' *MediEvil II* has scooped the UK BAFTA award for best console game. The annual event is designed to reward excellence in the field of interactive entertainment, or 'games'.

James Shepherd, creative director of *MediEvil II*, was delighted to win the award. "In this industry you often work in isolation. When you win something like this it's really nice," he said. "It's great people think so highly of the game. We often get bogged down thinking what we couldn't fit in."

"It's brilliant that a really irreverent game has won. Games have a bad rap – when I won I called my mother to remind her of the times she told me how pointless videogames are." She no doubt reminded him how long she was in labour.

Sydney 2000, developed by Attention To Detail, was also honoured in the sports category. EA took the award for sound with *Theme Park World*.





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screentest

Hollywood is knocking. Best check the bloke's credentials before letting him in...

Speedball 2100

"He shoots... He's gored!"

Director

Paul Verhoeven

The Plot

In the future, Speedball is the game of choice for the jaded masses tired of the bloated, over-commercialised soullessness of mainstream sport. It's a kind of indoor rugby, with violent confrontation – even on-field deaths – actively encouraged. It's also an illusion, with a huge US corporate cartel easing the rampant crime statistics by secretly introducing violent criminals into the gameworld. Oh yes. But, when star player Johnny Z gets too good at the game, the bosses order notorious 'Carnage King' Rhino to take him out. Rhino kills Johnny's likeable, daft team-mate Twinkletoes Bill, but only succeeds in maiming Johnny. When a mysterious bionics doctor gets in touch and agrees to rebuild Johnny, the scene is set for a showdown grudge match with Rhino...

The Pitch

It's *Gladiator* in the future!

Green Light or Development Hell?

Surely, a rabble-rousing, *Rollerball*-ripping-off classic of good versus evil in the heady world of modern sport – with some mild futuristic knobs on (videophones, medibots, whatever). Verhoeven is the perfect choice for such blatant, comic-book ultra-violence. But is it too much for middle America? Yes. When the studio bosses catch a rough of a player's decapitated head flying into the popcorn bag of a crowd member, the door to Development Hell swings open...



The Cast

1. Brad Pitt is Johnny Z
2. Ice Cube is Twinkletoes Bill
3. Jennifer Lopez is, er, Z's ex
4. Billy Zane is Rhino
5. Alex Baldwin is Dr Klein

Lara Film Stolen By Room Raider

Angelina gets Angkor men to deter further crime

Angelina Jolie, who plays Lara in Paramount's *Tomb Raider* movie, reportedly had three armed bodyguards with her when production moved to Cambodia's Angkor temple at the end of November.

The authorities made an exception by allowing foreigners to bring firearms into the once-troubled Asian state, presumably to keep excitable Buddhist monks under control. It was the first time filming had been allowed at the ancient temple since 1964.

Even as the crew packed their bags, things weren't going smoothly in the altogether less war-torn UK, where the production is based. According to reports in the UK's *Sunday Express* newspaper, several reels of film were stolen from the home of director Simon West. Thieves who broke into the house in Notting Hill, London, knew exactly what they were looking for – only the *Tomb Raider* rushes and West's wallet were taken. Paramount fears the culprits intend to air the reels on the Internet before the film's official release. One sequence apparently shows Lara at a glacier reservoir in Iceland, surrounded by parka-clad, gun-toting henchmen.

Tomb Raider is due for release on June 15 this year. Let's hope the inevitable spin-off game isn't just some tired, formulaic series entry...



Jolie well looked-after on set, no matter what the location.



Dead Director Departs

Romero must fly from Resident Evil

Horror maestro George A. Romero will no longer be directing the movie version of *Resident Evil*. With such zombie classics as *Night Of The Living Dead*, *Dawn Of The Dead* and *Day Of The Dead* as well as the Japanese TV commercial for the game under his belt, Romero was obviously seen as a long shot for the job. Enter stage left young British writer/director, Paul Anderson.

Mr Anderson has some experience translating games to screen with his 1995 'classic' *Mortal Kombat*, although the rest of his resume seems somewhat lacking in the living dead department. However, he has graced us with the style-over-substance that was *\$hopping*, effects-over-plot that was *Event Horizon* and the career-over-Kurt Russell direct-to-video shite that was *Soldier*.

Early drafts of his *Resi* script show that he has decided to ignore any story set-up in the games and is creating a whole new *Resident Evil* mythos. A team of crack commandos find themselves trapped in a lab where an accident has killed everyone. A homicidal computer by the fear-extinguishing name of Red Queen has decided to unleash an army of the living dead and it's up to our heroes to find out what went wrong while kicking some necrotic butt.

Moan about the synopsis all you want: it won't stop production. Filming is set to start in the second week of January at locations in England and Europe. Milla Jovovich and Michelle Rodriguez (*Girlfight*) will star. ■



Dark City. It looks like there'll be no Jill Valentine in the movie, but what about gloomy old Raccoon City?





Woody Racing Onto PSone

Inspired by Crash, Toy Story hits the road

We've got good news for *Toy Story* fans everywhere, Activision is set to release a kart-style racing game based on the CGI movie, developed by Travellers Tales. The formula of the game – to be called *Toy Story Racer* – is relatively predictable, with players able to race as any of their favourite characters from the first film, including Buzz, Ham, Woody and Slinky.

All the tracks will be based on scenes from the movie, such as Andy's house and the backyard, and each of these will be littered with a host of speed and weapon power-ups. Quite

what these will be has yet to be decided, but a spokesperson from the company was able to confirm the inclusion of Bo Peep's sheep. Phew.

In addition to the standard, arcade-style race modes, we can expect to see knockout races, chases and battle challenges, too. The game is coded by Travellers Tales who previously developed the superb *Muppet RaceMania* (reviewed in PSM 34, 9/10), so we have high hopes that *Toy Story Racer* will deliver the goods. The team is currently tweaking and tuning the title and expects to make its March release.



Next Gen

Electronic postcards from the edge

I experienced a particularly unpleasant bout of déjà vu the other week, when I saw the PAL version of *Ridge Racer V*. I didn't really take to the game on import – it had a smattering of flair, yet hardly broke any new ground – but, as a crusty old videogamer long accustomed to bearing the pain of games plucked out of their native habitat (Japan, in this instance) and shipped to these shores in a kind of "do we really have to?" way, I was eager to see if Namco had taken the lazy route or the more gamer-friendly path. You do not win a prize for guessing which way they went.

The *Ridge Racer V* experience is squashed horizontally, with chunky black borders serving as a permanent reminder that the game you bought is, in effect, not the game its creators originally made. (To its credit, Namco has at least ensured that there is no grindingly discernible loss of speed in the game.)

Shortly after the PS2's Japanese launch, a colleague of mine called Sony's PR office to ask if this very scenario would be rearing its head, or if the company would be following the Sega route and offering gamers with 60Hz-compatible TVs (and that's actually an awful lot of people nowadays) the option to play them in their original, full-screen guise. The first wave may not include such a feature, came the response, but it's something they were encouraging developers to adopt. Let's hope coders do so sooner rather than later.

Tony Mott is editor of videogames bible *Edge*.



Tanks GT-style

Tank drivers have it easy. There they are, encased in several tonnes of armour with a massive up-yours cannon strapped to the vehicle, while their comrades-in-arms have to run about on foot with nothing more than a saucepan and a pop-gun for protection. But despite its potential, tank-based warfare has remained relatively undeveloped on the PlayStation – until now, that is. Enterbrain's *Panzer Front* is the first bona-fide PlayStation tank simulation, and is aiming to be nothing less than *Gran Turismo* for tank fans.

Taking place during 23 genuine World War II battles, occurring in both towns and open terrain, *Panzer Front* places you behind the gun of 24 different tanks as either a Russian, German or American tank driver. What's more, there's a lot riding on your track record as you can change the course of the war through the success – or failure – of your actions. Indeed, Enterbrain's director, Yasushi Ishizu, reckons *Panzer Front* is as much a strategy game as it is an action simulation. "Players can play it like an arcade game to a certain extent," he says, "but it really needs the player to be more involved."

That means not only looking after Number One but also your platoon of AI-controlled tanks and infantry. Often you've got to soften up the enemy before the foot soldiers can move in, firing shells at fortifications from a nearby hill, and thereby gaining a tactical advantage to make life easier (and longer) for your boys. You'll need to think on your feet. Or caterpillar tracks.

retro

Lost Treasures From The Videogaming Vaults

Game: Gauntlet **Format:** Arcade

A four-player cooperative game that allows you to choose from a variety of warriors and arms you with a healthy stockpile of weapons and magic to bury hordes of drooling nasties with. It sounds like the setting for an amazing PS2 masterpiece but it was surprisingly all possible in the 1984 arcade classic *Gauntlet*. The absolute carnage you and your pals wreaked as you waded through screen upon screen of relentless ghouls and ghosts was thoroughly addictive and years ahead of its time. Updated incarnations have graced more gaming machines than even the most meticulous fan could count, but few have managed to capture a fraction of the excitement of the original.



PlayStation



Latest news from the streets of Japan...

Capcom Unveils PS2 Adventure

A tried-and-tested format can be a good thing, as we've seen over the years with the *Resident Evil* games. They may be a bit old hat now, but they've consistently improved with each new incarnation.

Back when PlayStation was a fledgling console, rumours abounded of a new game from *Resident Evil* creator Shinji Mikami, to be known as *Flagship*. It was a *Resident Evil* play-alike based in feudal Japan and – shock horror – slated for the N64. The gossip continued, but with no trace of the game. Then, a couple of years later, an official announcement was made: it was in development, and for the PlayStation. Later still, the decision has been made to launch on the PS2.

Capcom has taken everything it has learned over the years with the *Resident Evil* series and applied it to PS2 technology. The result is *Onimusha: Warlords*. Set in the year 1560, the time of Nobunaga Oda's bloody rise to power, it places you in the ceremonial armour of a young samurai called Samanosuke. He battles Oda's troops to rescue his sister from the warlord's clutches, and incidentally to save the country. The backgrounds retain *Flagship's* pre-rendered nature, but instead of projectile weapons, our hero sports a complex series of sword moves and spells with which to dispatch his foes. Survival of the fittest? You'd better believe it. □

Fist Of The North Star: Saviour Of The End Of The Century

Developer: Bandai
Japanese Release: Out now
Local Release: Not announced



"You are shock!" screams the vocalist in the game's opening song, a hilariously retro track from the '80s TV anime series. This is essentially a 3D beat 'em up, cramming 108 episodes' worth of story onto a single CD. Impressive, only the anime was basically protagonist Ken pummelling his way through villains of the week.

The game's a faithful adaptation. Ridiculously proportioned beefcake; hilarious hair; the original voice cast (mostly, anyway – one actor died in 2000); and body-bursting special moves. Half nostalgia, half cheese, it's this month's big seller.

Kamen Rider V3

Developer: Bandai
Japanese Release: Out now
Local Release: Not announced



After witnessing a murder by the evil secret society Destron, Kazami Shiro is next on its hit list. Fatally wounded, he's reborn as a pissed-off half-human, half-grasshopper cyborg.

A classic '70s TV and comic hero resurrected in a 3D fighting game, *Kamen Rider V3* is visually much more impressive than *FOTNS* (left). Players can fight goons as Kazami before transforming into the cybernetic hero, who's modelling, signature attacks and various poses have been faithfully reproduced. Fans' favourite nasties from Destron are there and there's also a two-player mode.

Solo Soccer Revisited

Centre-half's better than cameraman

Liber Grande, the only soccer sim where you take centre stage, is currently being groomed for a March comeback. The game enables you to assume the role of your team's star player, though you can also control the actions of your team-mates, as you bid for personal glory.

Namco is developing *Liber Grande 2*, retaining the team that worked on the original *Liber Grande* (PSM 19, 7/10). This time, however, the company is promising to deliver strong gameplay and increased accessibility to back up the novel perspective of the previous instalment.

The acclaimed split-screen, two-player mode remains, enabling you to compete competitively or cooperatively alongside a mate. Publisher SCEA has announced that the original's iffy AI has been revised and the repertoire of each player's moves has been increased to empower gamers with a range of silky manoeuvres.

There are now 32 world teams and 700 players to use in five game modes, including Practice and World League modes.



Was that me? As you attempt to lob the keeper, the first-person view makes it hard to spot when a knee-shattering sliding tackle is heading your way. Mind you, maybe that's for the best.

Elite Shoot 'Em Up

Ops, they've done it again

Take 2 Interactive's new game, *Ranger Elite*, isn't, as you might think, a version of *Elite* starring Ranger Smith from *Yogi Bear*. It's actually the latest episode in the *Spec Ops* saga, following the disappointing *Spec Ops: Stealth Patrol* (PSM 33, 4/10), which was all about some stealthy people on patrol.

It's being developed by virtual warmongers TalonSoft, and sees you taking charge of some highly trained 'specs' as they 'op' across the world, protecting Uncle Sam's interests from all manner of tyrants

and terrorists. Early missions include encounters with a right-wing militia group in Alaska, rescuing a US aid worker from the clutches of Taliban rebels in Afghanistan, and stopping Nigerian drug runners from shipping vast quantities of heroin to US shores.

TalonSoft doesn't seem to have gone wild improving on the previous title, but it's early days yet. Expect the finished, hopefully significantly better, game to parachute in from the US early this year. At night. In a balaclava. With blacked-out teeth. Etc.



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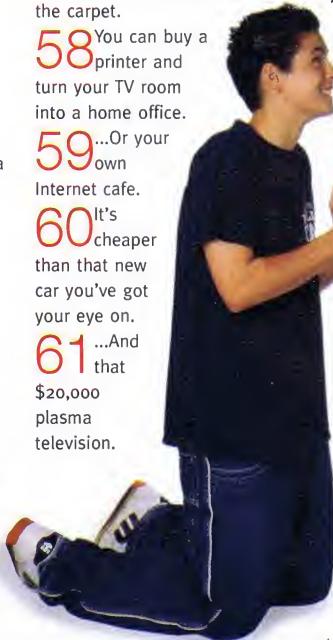


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a ton of stuff

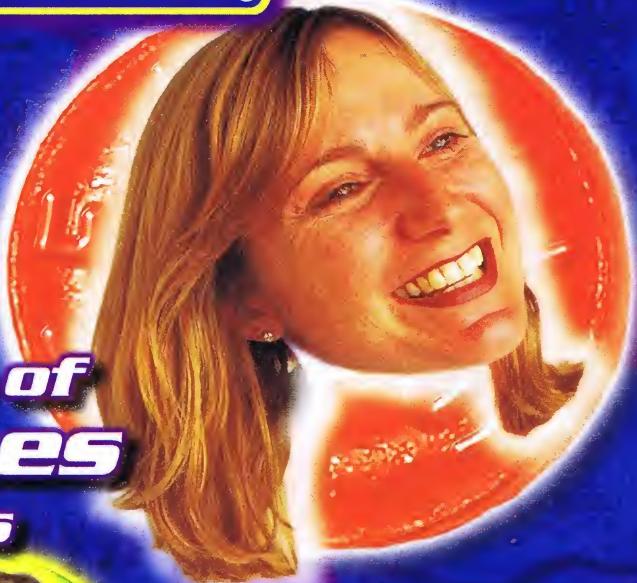
Having trouble convincing the powers that be about the benefits of PS2?
Here are 100 excuses to give your wife or parents to buy a PS2.

- 
- 01 The Joneses next door will be dead jealous.
 02 It's more educational than a VCR.
 03 It'll save you buying a DVD player.
 04 It can be used to drop missiles on Sega fans.
 05 You'll be able to use it to create a winning entry on *Funnest Home Videos*.
 06 It's a time saver. PSone games load faster.
 07 It comes with a built-in drink holder.
 08 It will improve your driving.
 09 You won't have to buy a PC.
 10 Hide the remote for the tele in protest – they're bound to cave in soon enough.
 11 It'll keep Dad busy so he won't start renovating the bathroom again.
 12 Recover the cost by selling tickets to friends.
 13 Promise you'll never buy anything again (except games – cross your fingers).
 14 You can sell it on eBay to PS2-starved Americans and make a profit.
 15 Lara's new adventures across the globe will improve your geography.
 16 You can only listen to that fat plumber say "it's me" for so long.
 17 ...And that hedgehog is so passé.
 18 Promise to be their slave for a month (lie).
 19 Its fan will keep you cool in summer.
 20 It plays PSone games so you can sell the little grey box to save money.
 21 Your optometrist bills will be lower because of gorgeous squint-free graphics.
 22 You can sell your CD player.
 23 It can be vertical so it takes up less space.
 24 Say: "You said you don't want me watching too much rubbish on TV."
- 25 You'll be the coolest family in your street.
 26 You'll be able to connect to the Net.
 27 It's black and goes with your stereo gear.
 28 Your best friend's got one.
 29 Your gran's got one and whips your butt at SSX.
 30 Promise you'll pay them back (not).
 31 You'll do the dishes.
 32 You'll wash the car.
 33 You'll cut the grass.
 34 You'll stop burping (in their presence).
 35 You'll stop farting (as above).
 36 You'll wash the dog.
 37 You'll take the dog for a walk.
 38 You'll cook dinner (mmm, baked beans).
 39 You'll babysit.
 40 You'll clean the toilet.
 41 You'll do the shopping.
 42 You'll wash your smelly socks and dirty undies.
 43 You'll iron your clothes.
 44 You'll even trim your toenails.
 45 Considering how dangerous the world is, use the PS2's missile launching skills for self-defence.
 46 Buy them their favourite movie on DVD, so they'll buy a PS2 to watch it on.
 47 Tell them that in-game puzzles will improve your problem-solving skills at school.
 48 The PS2 MultiTap will get you more friends.
 49 You need SSX to help your dream of snowboarding at the Winter Games.
 50 Point out that your PlayStation blisters have finally gone down.
- 51 You'll promise to get out all your aggression in *Tekken Tag Tournament*.
 52 You'll buy a copy of *Bust-A-Move* for them.
 53 ...And you'll let them play at least once a day.
 54 *Midnight Club* will satisfy your need for illegal street racing.
 55 ...And the urge to run contraband over the border with *Smuggler's Run*.
 56 It's your only chance of being an International Superstar at soccer.
 57 You'll have virtual pets that will never poo on the carpet.
 58 You can buy a printer and turn your TV room into a home office.
 59 ...Or your own Internet cafe.
 60 It's cheaper than that new car you've got your eye on.
 61 ...And that \$20,000 plasma television.
- 62 Promise they can buy a nauseatingly soppy movie for every game you buy.
 63 You'll read more. (Game manuals.)
 64 You'll talk more. (Trash talk when playing.)
 65 You'll be a joy to live with. (Who wouldn't be with a shiny new PS2?)
 66 The grey of the PSone clashes with the living room décor.
- 67 You need to make some new friends that don't listen to heavy metal or pick their noses.
 68 You sports coach said you needed to improve your hand-eye coordination.
 69 Say: "Do you really want me to play *Destruction Derby* in the Commodore?"
 70 You'll save on trips to the movies.
- 71 ...And to the local Timezone.
 72 It's safer than a scooter.
 73 Promise you'll never ask for anything ever again.
 74 Point out that there's at least five years until PS3 – you can fit an awful lot of whingeing into 1825 days.
 75 Explain that it's healthier than an eating binge.
 76 Say: "The fresh air outside just isn't fresh anymore."
 77 Sing "Four Billion Green Bottles Sitting on the Wall" until they cave.
 78 Maintain that the future Internet capabilities will allow you to do research for school or work.
- 79 Point out that it's wiser than self-mutilation.
 80 You have to practice snowboarding in the summer off-season or risk killing yourself next winter.
 81 You haven't got enough mates for a real game of soccer, American Football, ice hockey or even golf.
 82 The water's too cold to go surfing for real.
 83 It's cheaper than a babysitter.
- 84 ...And doesn't make out on the couch with the guy down the street.
 85 Your kid, brother or sister is questioning whether Santa is real because he didn't bring a PS2 down the chimney.
 86 Playing with *Fantavision*'s fireworks doesn't burn your fingers like the real thing.
 87 ...And your brother can't make pipe bombs out of it to blow up your neighbour's letterbox.
 88 Say: "I'll go on a hunger strike."
 89 You need it to show off your \$10,000 home cinema system to the Joneses.
 90 Hold your breath until you turn a dangerous shade of purple.
 91 Say: "The Sega Saturn is so 1995."
 92 ...Or "The N64 has aged quicker than Macaulay Culkin."
 93 Explain that money spent on *Official PlayStation Magazine* will be wasted because you can't play the demo discs.
 94 Complain that you won't know what the guys at *PS2 Mag* are talking about.
 95 Promise to always eat your greens.
 96 ...And have a piece of fruit every day.
 97 ...And go to bed on time.
 98 Reveal that you'll be able to take pictures of your Mum or wife and make them look better.
 99 Explain that the first PS2 models will become priceless collector's items in 50 years.
 100 You'll simply die without one.

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feedback

Rants • Raves • It Should Be A Game • Ask Nina • Rage Against The Machine



HIDEO'S GROUPIE

I've got some great news on *Metal Gear Solid 2*. It seems that Hideo Kojima has gone with a game engine that will put gameplay ahead of graphics big time! In some as-yet-unrevealed way he wants the player to actually feel the heat and cold that Solid Snake feels. How cool is that?

However, despite Kojima stating that the graphics won't be as stunning as some other PS2 titles, due to his aim of making it the ultimate and most absorbing experience ever on any platform, the

graphics will still be very atmospheric and detailed. *MGS2* sounds great and has taken over from *Final Fantasy XI* as my most wanted PS2 game!

Squall Lionheart, SA

Kojima is a perfectionist. You can trust that when *MGS2: Sons Of Liberty* is released this year, it will have graphics that are second to none. It's also worth noting that *MGS2* is possibly the best-looking title that we have seen so far, and Kojima will no doubt use these sexy graphics along with sound effects to invoke feelings like the heat and chill you've mentioned.

THANK GOD FOR EVIL

Well you've gone and done it now. Do you really have to put us through so much torture? I am such a huge fan of the *Resident Evil* series, and



now my prayers have been answered – *RE4* is in progress – there is a God. Let's hope it's as good as 2 and 3. And just a comment to Not A Pervert (*PSM 40*, page 29), I don't think you are alone in thinking Jill Valentine is pretty. I fell in love with Leon from *RE2*. Now there's a babe and a half.

Sharon Phelps, Vic

I'm glad your faith in the Almighty has been strengthened by such news. Concerning quality, you can be confident that Capcom won't skimp on any future instalments of *Resident Evil*, so feel free to expect more foul, flesh-eating good things.

ANOTHER MEDAL, PLEASE

I am writing to tell you that you produce a wonderful magazine. Not only is it very informative, but an extreme joy to read. You have saved me from buying many a crap game. Thank you!

Can you tell me if there is a sequel to *Medal Of Honor*? This has to be the best game ever. I have finished the game on numerous occasions and play my favourite levels over and over. Can you also tell me if there are any



other games similar to *MOH*? *Quake II* just wasn't my cup of tea.

Matt Flemming, via e-mail

See *PSM 40* (page 52) for our review of *Medal Of Honor: Underground*. Yes, it's great.

GEESE FLOCK TO ISS

Congratulations on another successful year. You have given my partner and I so much joy from reading such a professional magazine. I look forward to reading it in 2001, and your coverage of PS2 has been great.

You are right, *ISS Pro Evolution* is the best damn soccer game ever. Lots of love to Nina.

The Gooseman, Qld

There is a small army prepared to fight to the death to defend the superiority of *ISS Pro Evolution* here at *PSM*. And if you're really interested in PS2, don't forget to check out our new *Official PlayStation Magazine*, on sale now.



It Should Be A Game

Chivalry

Jason Cumbers might have an epic multi-genre adventure on his hands with this idea. *Chivalry* is set in medieval times and you play a common boy in a huge land, working your way up through the ranks towards knighthood. The battle

format is jousting, which means you need to capture and train your horse as well as acquire various armour. Similar to N64's *Zelda* series, *Chivalry* would throw you into a vast game world but use a more serious medieval tone. Top stuff.

Verdict: 10

Ford Vs Holden

Anyone who gives a monkey's about cars will buy into Patrick Hough's idea. You're required to put your controller where your mouth is and win races in your choice of manufacturer up against legends like Brock and Johnson. A good idea, but it might not grab GT fans.

Verdict: 8



Verdict: 1

CopyCat

Like the movie, you play a murderer whose aim is to kill as many people as possible without being caught. Pick the wrong time to kill and you risk getting the death penalty. Why does Nick Gibbs think this is a good idea? Either it's a bad joke, or he has problems...

Verdict: 1

MISSILE GUIDANCE

I think your magazine is the best. Thanks to you, I have received lots of information on PS2. I read that it can guide missiles and has a DVD player! Could you





ask nina

Q. Will I need a special mouse and keyboard to use on the PS2?

A. No. You can use any mouse or keyboard that has a USB connector.

Q. When can I get my hands on the PS2 game *Metal Gear Solid 2*?

A. Before the real deal is released, Konami has stated that it will release a playable demo with its mech fighter Z.O.E., due early 2001. Whether the demo will make it down under is yet to be confirmed.

Q. I've almost finished saving up my dough for a PS2 and the first game I want to get is *TimeSplitters*. Is it any good and is it a game I am going to play continuously?

A. It all depends on how many gaming friends you have. *TimeSplitters* contains some intense skirmish action and is an awesome game with friends. Whilst the single player mode isn't that great, you can design your own multiplayer levels, ensuring extended playability.

Q. When the PSone first came out, everyone thought *Ridge Racer's* graphics looked awesome, but by today's standards no-one would want it. Is it the same with the PS2? Are we just warming up?

A. Every time new console hardware comes out it is accompanied by first-generation software. As the developers learn how to utilise the hardware better, the graphics improve. Warming up? You betcha.

please answer the following questions?

1. Will the Nintendo Gamecube be more powerful than PS2?
2. Will there be a *Driver 4*?
3. Will you be able to play Dreamcast or PC games on PS2?

Sean W, via e-mail

The PS2 will only be able to guide missiles in a few game titles, however it is fully compatible with all Region 4 PAL DVDs. Concerning your questions:

1. Neither the Gamecube nor the X-Box will be out for some time, so of course they will have improved specs; however, the real issue isn't hardware but rather software, and if you like the games on PSOne then there's a good chance you'll find improved versions on PS2.
2. What? *Driver 3* hasn't even come out yet.
3. No.

GAMING PIN-UPS?

Superb mag! I can't put it down. But do you know what would put the icing on the cake? Posters! You guys used to publish posters – what the hell happened? If I succeed in changing your minds, maybe you



could publish some giant posters, not just small ones.

Also, how do you become a

Rage Against The Machine

I don't understand the hype about all the new 'super consoles'. Whilst they seem to deliver sharper graphics, better sound and so on, none of them seem set to do anything really exciting. What do I mean by that? I mean I am sick of videogames being about sitting on your arse whilst pressing a few buttons on some plastic pad. It's the year 2001, right? So where are the new game interfaces? I know virtual reality seemed lame a few years ago, but I always thought it would return when the graphics got better. I believe that the graphics are good enough now to attempt more VR stuff, but it seems none of the videogames companies have the guts to try it. It seems as though they just want us to sit back and twiddle our thumbs for the rest of our days.

K. Georgiou, WA

VR was plagued with problems, including potential eye damage from staring too long at a close screen. They may have remedied that problem, but there is also the cost of producing peripherals able to stand the test of time. But we agree that someone should take some initiative and be original: it's just a question of making it financially viable.



games developer? I'm a huge fan of RPGs and I'd love to work for Square one day. Can you guys put me on the right track?

Matt Bagshaw, via e-mail

I WANNA MAKE GAMES, TOO!

Being the hardcore gamer that I am, combined with my disappointment at the lack of local games and the recent trend of non-original and non-inventive games (except MGS2 and Z.O.E.), I desperately want to get into a high-class videogame development team. However, I have no idea where to start, so if possible, can you answer these questions?

1. Way back in PSM 34, Ratbag mentioned specialist game courses at the Academy of Interactive Entertainment and QANTM. Where and what are these?
2. What are most likely to be the best university courses in Australia?

Nathan Williams, SA

Okay, boys. You'll need to get programming or art skills plus a relevant degree or heaps of work experience – and great game ideas, of course. The AIE is in Canberra; see its website www.aie.act.edu.au for course details. QANTM has bases in Hobart, Cairns and Darwin as well as Brisbane. Its website is www.qantm.com.au.



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14



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25

Welcome to life with PS one. Beautifully redesigned, it packs all your favourite ingredients into one powerfully cute little bundle. In the not too distant future you'll be plugging a mobile into it, downloading games and finding yourself glued to the portable LCD screen. Once you discover it you'll want to keep going back to it, unlike the hangovers, the caravan and the guy with the key to the toilet block.

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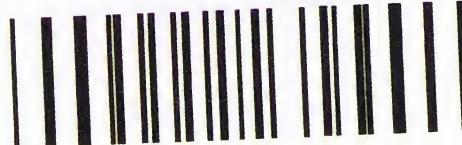
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To be in the running for one of these fab mobile phones, valued at \$99 each, tell us in 15 words or less who you'd like to have a phone conversation with – and what you would ask them – on an envelope marked 'Vodafone Comp'.

Light Up Your Life



Here is your chance to up your 'cool' credibility. The funky people at Mathmos are giving away two Fluidium lava lamps which are guaranteed to spruce up the drab interior of your bedroom or lounge room. They have been remodelled by product designer Ross Lovegrove and have a switch which boosts the colour intensity. They're valued at \$250 each and if you want the chance to win one, tell us why you want a lava lamp on an envelope marked 'Getting Groovy'.

HOW TO ENTER

Send all entries to *Official PlayStation Magazine*, PO Box 4089, Sydney NSW 1028. Please write all answers on the back of an envelope along with your name, address and phone number. Entries for all competitions close February 27, 2001 and winners will be published in the April 2001 issue of PSM. Good luck!



Lions 'N' Space

The kind philanthropists at Activision just can't stop hurling games at us. This month we've got two copies of *Star Wars Demolition*, as well as four copies of *The Lion King 2* up for grabs. To be in the running for a copy of *Star Wars Demolition*, jot down the name of the actor who played Obi Wan Kenobi in *Star Wars: Episode 1* on an envelope marked 'Demolition Force'. To win a copy of *The Lion King 2*, tell us the name of Simba's father on an envelope marked 'King Of The Jungle'.



Competition Winners

Maxum Watches: J. Lane NSW, B. Vidler Qld, P. Ingraham Vic, J. Outhwaite Qld, T. Grassman SA, W. Potts Qld, G. Parr Qld, D. Scott NSW, D. Mason Tas, C. Armeni NSW, R. Jacobson Qld, R. Webb NSW, C. Eykelenburg SA, G.W. Smith Qld, S. Rankin SA, C. Rooney NSW, S. Kinnett SA, M. Roberts NSW, S. Gosden Qld, J. Montgomerie SA.

Nike Eyewear: D. Jacobs Tas, L. Napolitano Vic, R. Merz NSW, T. Conquest NSW, A. Fereday Vic, D. Charnes WA, N. Bracken NT, M. Hollis Qld, A. Tummel Vic, J. Munro NSW, M. Mynchaugh NSW.

Polaroid Joycam Cameras: G. Harwood Qld, C. Cooney Qld, D. Maroney ACT, S. Phelps Vic, J. Parker Vic, M. Speedy Qld, K. Sykes Vic, B. Fairleigh WA, S. Millios Vic, A. Rawswell NSW, V. Sarhanis Vic, D. Martin Qld, J. Barrie Qld, D. Sealey Vic, S. Manning Vic, R. Sullivan NSW, A. Ragg Vic, J. Truemann Qld, K. Lynn NSW, D. Trevaner NSW, J. Kelly Vic, T. Wiseman SA, S. Westlake NSW, A. Giinea Qld, M. Craig WA, K. Najike Qld, J. Wilson NSW, J. Macarthur NZ, N. Heke NZ, B. Wilkinson NZ, C. Hughes NSW, S. Williams Qld, K. Harringer WA, D. Cail Qld, J. Arnold SA, G. Harding NSW, S. Cobb Qld, S. Fonatana Qld, T. Webber SA, J. Bailey WA, D. Jay WA, M. New Qld, L. Perry NT, B. Hall NSW, S. Kitching Qld, T. Willow Vic, B. Larouse WA, B. Evans VIC, A. Matak NSW, J. Stewart Qld, M. Walker TAS, R. Moody Qld, D. Ritchie Qld.

Halloween DVD Packs: L. Smith NSW, L. Parker Vic, A. White Qld, A. Lillington SA, M. Recchia WA.

Thrustmaster Freestyle Packs: A. Dooley Qld, A. Fairlight SA, A. Morgan SA.

WWF SmackDown 2 Packs: I. Trudeau NZ, S. Mills SA, S. Harron Vic, J. Atlas WA, T. Snodgrass NSW. **Runners-up:** T. Stevens Qld, K. Raumati NZ, D. Evers NZ, J. Miller WA, M. Peasley Tas.

Gladiator DVD Packs: N. Johnson NSW, M. Bollom Vic, L. Tepu NZ, S. Hearps Tas, P. Bradley Vic, A. Smith SA, T. West, Tas, N. Parker NSW, L. White Qld, A. Jones NZ.



DVD Dinosaurs

To celebrate the release of *Jurassic Park* on DVD, Columbia TriStar Home Entertainment is offering 10 *Jurassic Park* prize packs consisting of a T-shirt, cap, DVD and a limited edition film cell. Dino and DVD freaks will feel incomplete without a copy of this classic movie, so to enter the draw, simply send us an envelope marked 'DVD Dinos' and tell us the name of one of the dinosaurs in the hit movie *Jurassic Park*.

PS2view

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A Sony developer's insight into creating the PS2.

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Move over *Wipeout Fusion*, *Dropship* is speeding our way.

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The future of gaming – simulate moves in front of your tele.

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Silent Hill 2

"The realistic fog and darkness will conceal some truly disturbing monsters"

PlayStation

Incoming

JANUARY 2001	MID 2001	Exhibition Of Speed (Titus)	Player Manager 2001 (3DO)	Quake III (EA)
Shadow Man 2 (Acclaim)	Giants (Interplay)	Run Like Hell (Interplay)	MDK2: Armageddon (Virgin)	Rumble Racing (JOAG)
Gun Griffon Blaze (Virgin/Interplay)	Oni (Bungie)	Army Men: Air Attack 2 (3DO)	MTV Music Generator (Codemasters)	The Undying (EA)
ESPN Winter Games (Konami)	The Bouncer (Square)	Army Men: Sarge's Heroes (3DO)	Black And White (EA)	Bond Driving (EA)
Kengo (Ubi Soft)	Wing Over 3 (JOAG)	Carrier: The Next Mutation (Ialeco)	Rugby 2001 (EA)	
Donald Duck: Goin' Quackers (Ubi Soft)	Evil Twin (JOAG)	Shadow Of Memories (Konami)	Age Of Empires: The Age of Kings (Konami)	
Eternal Ring (Ubi Soft)	Gangsters (JOAG)	ESPN NBA 2Night (Konami)	Ephemeral Fantasia (Konami)	
Evergrace (Ubi Soft)	VIP (Ubi Soft)	Project Eden (Eidos)	F1 World Grand Prix II (Konami)	
Armoured Core 2 (Ubi Soft)	Grand Theft Auto 3 (Take 2)	Unreal Tournament (Infogrames)	Red (Konami)	
Emotion Type 5 (Square)	Assassin (JOAG)	Warriors of Might And Magic (3DO)	Z.O.E. (Konami)	
Top Gun - International Task Force (Titus)	4*4 (JOAG)	Jungle Book Groove Party (Ubi Soft)	NBA Live 2001 (EA)	
	Spec Ops (TalonSoft)	WDL: Thunder Tanks (3DO)	Knockout Kings 2001 (EA)	
	Ragnar (JOAG)	Gran Turismo 3 A-Spec (Sony)	Tiger Woods USA Tour 2001 (EA)	
	Hidden and Dangerous 2 (TalonSoft)	Formula One 2001 (Sony)		
	Austin Powers (JOAG)	Moto GP (Namco)		



Death From Above

Dropship will fulfil the need for speed!

a beautiful planet, diverse in flora and fauna. Puffs of white cloud define the sky, while below, the morning sun's rays scatter over rippling water. It looks simply charming down there. Shame then, to blow it all up with a variety of explosive and highly imaginative weaponry. Oh well, that's *Dropship* for you.

You can hug a rocky trench, take out a bridge before enemy tanks have a chance to cross it, then climb two miles up for an eagle-eyed inspection. And all the while your radio will issue field updates, allow communication between you and your comrades, and even let you hear what the enemy is up to.



The game's jaw-dropping graphics engine can throw around a 1600 square kilometre landscape without even the smallest intention of skipping a frame. There is no fog to help take the pressure off the processor and you won't be able to see the woods for the 250,000 on-screen trees. Amazingly, although *Dropship* already has this much bang for your buck, there's still an entire year's worth of improvements to look forward to.



The creators behind PS2 have deliberately made it hard for developers to produce games to ensure the console has a minimum lifespan of six years.

Blueprints To Bold Reality

Shinichi Okamoto, Senior Vice President of Research and Development of Sony Computer Entertainment Japan, talks about his involvement with PS2.

Since the PS2's March 1999 launch in Japan, it immediately began to revolutionise home entertainment. The PS2 has been so widely demanded that it has had a faster 'take-up' rate than any machine of its kind. Sales have mimicked this popularity since the local launch, just under two months ago.

Official PlayStation Magazine: How many years has Sony been working on the PS2 project?

Shinichi Okamoto: The project really began five years ago, but it was about four years ago that the plan began to take definite shape and a substantial number of engineers began working on the project.

PSM: Many developers have said that it is difficult to develop on – what is your opinion?

SO: At this moment in time, I certainly think it's correct to say PS2 is a difficult game to master. We who are involved in design and development challenge our game designers. We tell them, "We're making very difficult hardware, so try and master it!" This is what they have in their minds as they design the games, so at the moment it certainly should be a difficult process. But at some point they definitely will master the hardware.

That's when I think it will be time for us to come out with PS3.

PSM: When you were creating PS2, were you designing your ideal machine or did you design it with a specific consumer profile or developer in mind?

SO: That actually changes depending on the phase. When we are still at the planning or survey stage, we start off with our own image of the ideal game machine. As we progress, the focus changes to what the creators, game programmers and game planners visualise as the ideal game machine. Then when it comes to the

cent. I think it would be extremely difficult to completely use 100 per cent, but in about two years I expect that we will have game software that can use 80 to 90 per cent of capacity.

PSM: Have you started thinking about the next PlayStation?

SO: When we're making something, to a certain extent we're already visualising what we're going to make next. In particular, around the time when a certain generation of game machines or computers goes on sale, naturally we're already thinking ahead about what's going to happen with the

"It's correct to say PS2 is a difficult game to master"

actual design of the game's box, colour, and overall product image, we need to think about who is going to buy the game and where they'll be using it. In this case, we envisage a range of people and situations, such as the family enjoying TV and PS2 in their living room, or the person living in a room in an apartment complex who plays the games for several hours at a time.

PSM: Of the games that have been released so far, how much of PS2's power do you think they are using?

SO: I imagine it's about 50 to 60 per

next generation, or perhaps even the generation after that. For that reason, we're probably always thinking about the kind of machines we'll have up to 10 years into the future.

PSM: What do you think about the media reports that claim the PS2 could be used to launch missiles?

SO: Certainly, when we were making PS2 our aim was to make it possible for super computers to be used in the home. For that reason, from a performance perspective, I don't think that achieving this would be so remarkable.



High Flyer

A sneaky peek at the future of PS2 – and beyond...

Clutching a bright blue plastic stick that looked suspiciously like a toy lightsabre, PSM found itself standing in front of a TV showing a cartoon cauldron boiling with bubbles. Apparently the 'sword' in our hand could directly control a little blade that popped up on-screen. Sure enough, a few tentative stabs at the

Holman of Sony R&D. "Then we got hold of some code that we'd used for an earlier tech demo and wrote a simple driver that enabled the camera to recognise objects' movement."

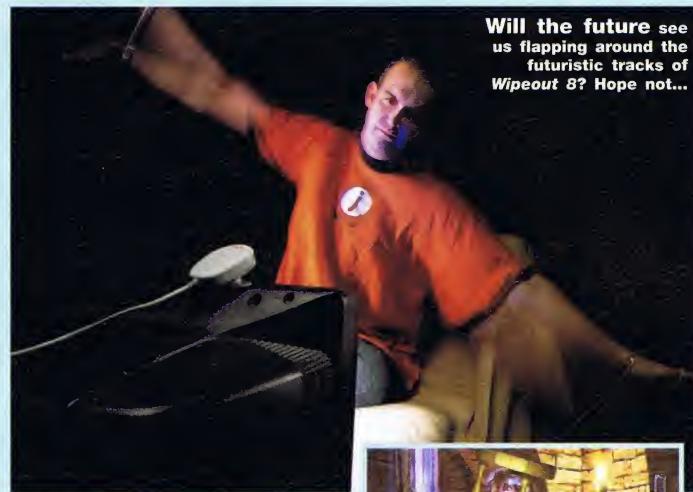
While it's only intended to show developers what's possible, in theory this technology could be implemented in games very soon, as it requires nothing more than the

"PSM took up **position in front of the camera** with arms held aloft..."

screen made the rendered sword dance around mimicking our movements. So far so good, but what made it better was that each time the blade 'hit' the bubbles pouring from the pot, they'd bounce off and dip back down. True interaction.

So how does it work? Surprisingly, it's relatively simple. "We just took a cheap Web camera and plugged it into [the] PS2's USB socket," explains Paul

camera and a few bits of brightly coloured plastic to work. The second feature is tentatively named the 'flying' demo on the grounds that it revolves around, um, flying above a huge green swathe of land. PSM took up position in front of the camera with arms held aloft, mimicking the wings of a bird. As we began to 'flap', the screen shifted and the camera began to soar across the

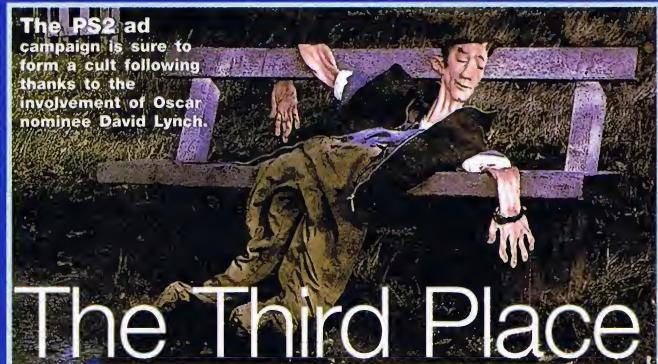


Will the future see us flapping around the futuristic tracks of *Wipeout 8*? Hope not...



landscape. The harder we flapped, the faster the 'bird' flew. This was a free-roaming area, too – spreading our arms wide and dropping our shoulders to the left made the camera shift sharply to the left. When we stopped moving, the bird began to drop to the point where you could see the shadow of a giant eagle rushing across the landscape. Of course, it begged the question: what would happen if you just dropped your arms? We did try, but sadly it ended in tragedy.

The possibilities for next-gen shooters or flying games are endless. □



The Third Place

Don't worry if you haven't found the first two places yet, you'll be right at home in the third place.

You have no doubt seen the latest advertising campaign for PS2. Nothing short of surreal, the ads have received plenty of attention for their creative dare and peculiarity.

Continuing in the same tradition as the original PlayStation advertising campaign, the Third Place has been noted as being rather edgy in presentation. None other than Oscar nominee David Lynch is responsible for the campaign (*Twin Peaks*, *The Elephant Man*, *Blue Velvet*). Shot on

black and white film in Hollywood, Lynch scored the music and even voiced one of the characters.

Michael Ephraim, Managing Director of Sony Computer Entertainment Australia, said, "This campaign is not just launching a new product, it marks the beginning of a new era in home entertainment. The Third Place should inspire PS2 fans to enjoy the possibilities it creates. David Lynch is the perfect partner to communicate this..." □

The Crying Game

Shinji Mikami, mastermind behind the *Resident Evil* series, is gearing up to release a new survival horror title. *Devil May Cry* will be arriving, courtesy of Capcom, later next year, with Mikami at the helm and Hideki Kamiya (another *Resi* stalwart) as the director. Originally the game was intended to be a *Resi* sequel, but morphed into something much more sinister during development.

You play the part of Devilman Dante who's charged with the task of beating back a demon lord who's trying to barge his way into the human world.



Dante's family has a long and illustrious history of whacking demons stretching back 2000 years and part of his quest involves solving supernatural cases, beating off poltergeists and smacking demon hordes with a very big blade. The game is due out late 2001.

This year also marks the fifth anniversary of the *Resident Evil* series, and to celebrate, Capcom is releasing an enhanced version of *Biohazard: Code Veronica* exclusively for PS2. *Biohazard* is, of course, the Japanese name for *Resi*, and this version includes all new scenes, graphics and gameplay not seen in the original. □





Silent Hill 2

Warning: The following images may cause offence, grief and pant wetting.

It's safe to say that *Silent Hill* was one of the more controversial games to appear on PSone. The premise (man on holiday crashes car and awakens to discover his daughter missing) tapped into a particular kind of primal fear, and the sense of unease wandering around the fogbound streets was palpable. Not a title to be played in the dark, unless you had a strong heart. So what of the sequel? Or, more accurately, the follow-up?

"The story is not a sequel to the

character is James," she outlines. He gets a letter from his wife who died three years ago. It says that she wants to meet him in Silent Hill, a place that's special to them. You have to wonder what kind of a couple would choose Silent Hill for a honeymoon, but never mind.

It appears the gameplay will be similar to the first game but, as you can see, it's the graphical capabilities of the PS2 that are going to mark out *Silent Hill 2* from the crowd. "The cinematic look generates the scary

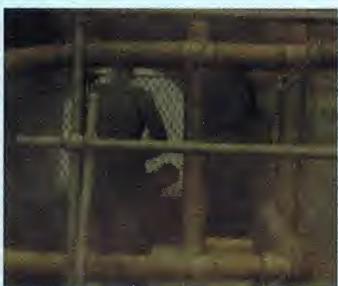
"The cinematic look **generates the scary atmosphere** of the game"

first game," explains Yukako Hamaguchi, Konami Japan's chief scientist. "Characters are not shared across both games. The main

atmosphere of the game," explains Hamaguchi. This time around the realistic fog and darkness will conceal some truly disturbing monsters.

Silent Hill wasn't renowned for being generous with its gunplay, and although *Silent Hill 2* promises more, the game won't be turning into a blastfest. "There'll be shooting weapons available, and striking weapons for when James runs out of ammunition. The handgun and steel pipe from the first game will both appear, as well as some new weapons that we can't reveal yet," teases Hamaguchi.

■ Mark Donald



The fog-filled streets are a haven for ghostly children, with the obligatory standard monsters crawling from the creepy shadows.



Expansion of a universe. *Silent Hill 2* gives you the chance to take the known themes of the first game and playfully evolve them.



This PS2 version of *Silent Hill* is not a 'sequel' in the strictest sense, as the central characters are new and come from different backgrounds.





Publisher: THQ Developer: Volition Release date: Early 2001 Origin: UK Style: Shoot 'em up Players: Four

Red Faction

Always wanted to take a vacation on Mars but never knew how? Grab your assault rifle, your 15,000+ sunblock and get packing...

You've battled past bloodthirsty baddies and gun-toting henchman only to reach a door that needs a security keycard that you've failed to pick up along the way. Before backtracking, you unload half your ammo into the door, which results in barely a scratch. Sound familiar? In *Red Faction*, if you haven't got the right key to get through a gateway, you can power-up the rocket launcher and blast the damn thing off its hinges.

allowing you to kill enemies that you've spotted through walls.

Red Faction is exploiting the power of the PS2 to provide optimum realism in the playing arena. The Geo-Mod technology, a custom engine specially created for the title, enables structures and walls to be blown away just as easily as human enemies.

And it doesn't end there. The list of stunning features in *Red Faction* could fill the world's most violent physics textbook. Shoot a pane of

"Gasp as a flow of Martian lava is redirected by you, making rubble out of a wall"

The futuristic Mars setting ropes you into a bizarre mixture of competing factions, but as you fight your way up and out of the mines, you will have plenty of big guns to concentrate on. At present, there are 15 weapons to pick up, ranging from small handguns to missile launchers and the obligatory sniper rifle. Some will even have infrared capabilities,

glass, and then gaze in awe as the bullet hole gives way to cracks before shattering into a thousand tiny shards. Gasp as a flow of Martian lava is redirected by you, making rubble out of a wall. Sigh as the grenade you've just thrown is whipped away in the wrong direction by the air current from a giant fan.

Darren Herridge



The weaponry featured in *Red Faction* is easily as potent as Quake's stash of firearms.



The marine-style characters are largely generic thanks to the uniform, but their faces tend to standout.





Dark Cloud

There are no dark clouds looming over this game...

the videogames market may be overpopulated with fighting sequels, racing games and sports simulations with their obligatory updated statistics but, thankfully, there are quite a few little gems of originality on the way for the PS2 that shine through the pitch-black monotony. *Dark Cloud* just happens to be one of the brighter stars on the horizon and RPG fans should already be sharpening their swords.

Dark Cloud offers a gaming experience so full of mind-taxing puzzles and dazzling 3D platform adventuring that this game can easily distinguish itself from the glut of RPG clones. Its unique world creation system – dubbed ‘Georama’ – provides almost limitless replay value. After your friends and relatives are condemned to eternal pain, a helpful spirit gives you a magic stone that allows you to build things.

Whilst restoring life to the planet you

also have to rebuild your own village using the Georama system. From a top down view, buildings such as temples and windmills can be placed, volcanos set, streams directed and weather conditions changed. This effectively gives you the chance to play God and means you’ll never have to play the adventure the same way twice.

The most impressive thing in the Georama section of the game is just how seamlessly it manages to move between world creation and in-game exploration or battle. Swooping the camera down into the fully 3D world you just created really shows off an amazing amount of geometry and laughs in the face of its RPG ancestors. You can see the views for yourself when *Dark Cloud* comes out later this year, and you can count on *Official PS2 Magazine* for the latest information on this bright spark. □

Darren Herridge



“**Its unique world creation system provides almost limitless replay value**”



The standout feature of this game is the inventive Georama system that allows you to create the very world you live in and explore.

TM

AUSTRALIAN PlayStation®2 MAGAZINE

GRAN TURISMO 3



We lift the hood on
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ISSUE #02 ON SALE: 21.02.01

New Zealand On Sale: 08.03.01



feature THE JOY OF X

Words: Catherine Channon Photos: Mark Dawson/Steve Giberson

THE JOY OF X feature

Tony Hawk's games have turned extreme sports into a potential pot of gold for videogame makers. So PSM visited the X-Games in California in search of the next big thing...

THE JOY OF



THE JOY OF X feature



feature THE JOY OF X

What Are The X-Games?

The X-Games, (or Extreme Games as they used to be known) began six years ago, when US sports TV channel ESPN decided to bring together the world's top alternative sport athletes. Held in Rhode Island in June 1995, the games were a massive success with 198,000 spectators attending.

The most recent games, the 10th (there have been four winter games with sports such as ice climbing, snowboarding and shovel racing), was held in sunny San Francisco. It was the biggest ever, with more than 300,000 people turning up to see the 275 X-men and women fighting it out for nearly \$1 million in prize money in eight extreme sports: aggressive in-line skating, bicycle stunt riding (dirt, vert, street and flatland), moto X, skateboarding (vert and park, vert doubles and best trick), sky surfing, speed climbing, street luge and wakeboarding.

It's rare that an X-Games goes by without someone narrowly missing out on serious injury, or worse.





feature THE JOY OF X

For years videogames flirted with extreme sports, trying and failing to tap into their edgy, underground image and style. The Commodore 64 computer made the first attempts with the *Summer and Winter Games* titles. Then Sega had a go, with *California Games* on the Master System and Mega Drive. The first to reach the PlayStation was Sony's *ESPN Extreme Games*. Incorporating street luge, skateboarding, in-line skating and mountain biking, *ESPN* was a typically mediocre game sporting a flash licence but hollow gameplay.



Tony Hawk's Skateboarding (top) got the videogame/extreme sports cross-over off to a flying start. Meanwhile, Pro Skater 2 (above), has kept it boiling along nicely.

Then, in October 1999, everything changed. Activision launched a skateboarding title, developed by Neversoft, bearing the name of the sport's most celebrated hero – Tony Hawk. The impact was stunning. Not only did *Tony Hawk's Skateboarding* get great reviews ("Brilliantly entertaining" screamed *PSM*, giving it 9/10), it sold like petrol during a fuel crisis.

Activision had finally done it: taken a title based on a niche sport squarely into the mainstream. The difference this time was that Neversoft had approached an extreme sport without trying to trade on its cool status, but with the sole intention of making a brilliant game. And, boy, did it succeed.

Neversoft's achievement with *Tony Hawk's* opened the floodgates for games such as Take 2's *Thrasher Skate And Destroy* and Sony's *Grind Session*. One year on and extreme sports games have become big money. Activision has already expanded its extreme range with the addition of *Tony Hawk's Pro Skater 2* (reviewed *PSM* 38, 9/10) and *Mat Hoffman's Pro BMX* (due in March). Following its example, Acclaim signed up BMX star Dave Mirra for *Dave Mirra Freestyle BMX* (reviewed *PSM* 39, 8/10). ▶



What Is It?

A combination of water-skiing, surfing and snowboarding, wakeboarding involves boarders being towed behind a boat and pulling off tricks as they fly off the wake (the wave created as a boat moves through water). The boats are weighted down to create larger wakes and competitors use boogie board-style 'wakeboards'. Sometimes the same effect is simulated with boarders being towed by a motorised cable rather than a boat.

Should It Be A Game?

In its cable form there are too many limitations but behind a boat there are real possibilities. The huge number of tricks and trick combos provides plenty of gameplay, and trying to pull them amid a blinding spray with the ever-present threat of drowning and sharks would be a laugh. The sport is also associated with cool, surf-style, sub-culture providing it with plenty of street cred. Unfortunately, there aren't any wakeboarding games set to crash

our shores in the immediate future.

Pro On Board

Our tips are Park Bonifay or Brannan Johnson (main pic).

The X-perts Say...

Tony Hawk is positive about the chances, saying wakeboarding "would make a good fit" for a videogame.

Verdict

Phat Air (Bring it on!)

SPEED CLIMBING

What Is It?

Speed climbing involves competitors climbing quickly. Artificial walls bulge with vicious overhangs, and are inset with hand-holds sadistically designed to be just out of reach. Often climbers must perform precarious mid-air gymnastics just to grab the next nookle.

Should It Be A Game?

It's more exasperating than it is exciting, and without a great deal of creativity it is unlikely that a

climbing game would be much fun for anybody other than climbing enthusiasts. Courses would have to be a series of rock faces, and walls that could be made more interesting with the inclusion of differing gradients and challenging overhangs. Perhaps players could be rewarded with the opportunity to climb well-known mountains. On the plus side there's plenty of scope for some major injuries which could (in the right hands) offer gruesome FMV cut-scenes. And all that tight-fitting clothing could provide wrestling fans with an alternative source of amusement.

Pro On Board

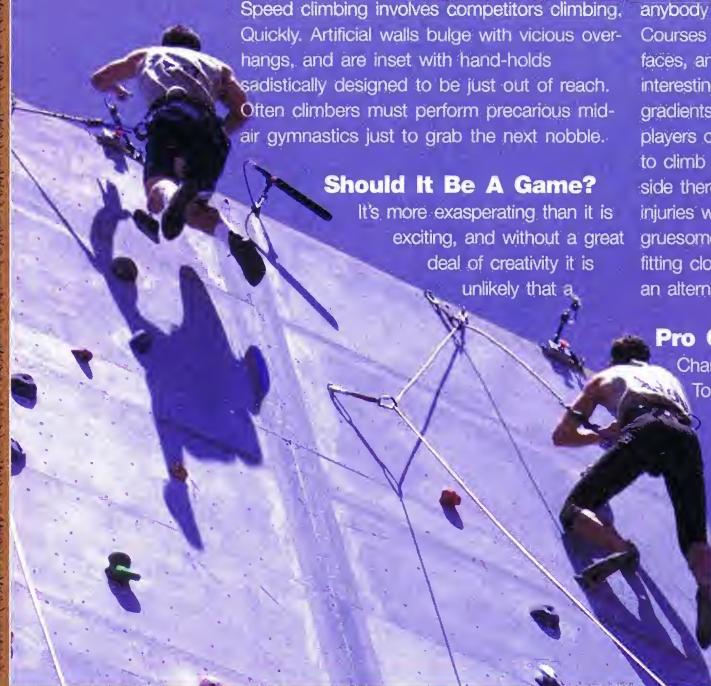
Champion speed climber Chris Bloch or Tommy Caldwell (bottom right).

The X-perts Say...

According to Tony Hawk, the majority of gamers "wouldn't have the patience" for climbing. We'd have to agree. There are some things that just don't lend themselves well to videogames.

Verdict

Fat Bastard





STREET LUGE

What Is It?

All extreme sports are dangerous, there's no doubt about that, but some are just asking for trouble, and into that category must fall street luge. Originally known as 'butt boarding', it began when skateboarders started sitting on their boards and hurled themselves down steep hills. These days the boards, or luges, have become more advanced (ie faster), and although lugers wear helmets, protective clothing is limited and broken bones are common.

Should It Be A Game?

As anyone who's seen it can tell you, street luge calls for a great deal of skill, athleticism and a love of hospital food. On an average downhill luge, competitors can reach speeds upwards of 110kph, so we would assume that a combination of *Gran Turismo* and *Sim Hospital* would lend itself to the sport. Ultimately, though, luge would have limited appeal, after all, no-one's ever tried to make a guided missile sim.

Pro On Board

Bob 'The Piranha' Pereya (below) is the only man for the job.

The X-perts Say...

Shawn Rosen, producer of *Dave Mirra Freestyle BMX*, says, "If street luge was given to the right developer, there's nothing to stop them making a good game."

Verdict

Fat Bastard



SKY SURFING

What Is It?

It was those crazy Americans that first came up with the idea of attaching a boogie board to your feet while skydiving, and it has taken 20 years of experimentation, a few fatalities and even more shattered limbs for the sport to reach pro status. In competitions, sky surfing is made more complex with the inclusion of a skydiving cameraman (who films the surfer), who also gets awarded points, so the pair is marked as a team.

Should It Be A Game?

Sky surfing recently made its gaming debut on PS2 in Japan. *Sky Surfer*, published by Idea Factory, is expected to be launched here and illustrates perfectly both the cons as well as the pros that the sport poses in terms of gameplay. There are no rails to grind, no benches to leap, and no traffic to avoid. No matter how much you try, turbulence just ain't that exciting. If skysurfing is to work, then someone is going to have

to make those sky levels more interesting.

Pro On Board

Alex Lodice and Eric Fradet (pictured prancing about as Father Christmas above left).

The X-perts Say...

"You're limited to one course: down," says Dave Stohl, producer of the *Tony Hawk's* games.

Verdict

Fat Bastard



IN-LINE SKATING

What Is It?

The roots of in-line skating date back to the 1700s when an eccentric Dutchman attempted to simulate the thrill of ice skating during the ice-free summer months. He attached wooden spools on strips of wood to the bottom of his shoes – and the first rollerblade was born. But the boots didn't catch on and it wasn't until the 1980s that the craze took off. Aggressive in-line skating, as it is known, developed as skaters

took to vert ramps and street courses that had previously been dominated by skateboarders.

Hawk's engine. A management aspect would be one way.

Pro On Board

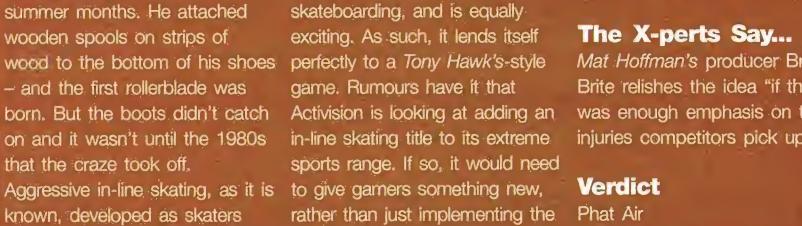
Fabiola da Silva or Mat Salerno (pictured above left).

The X-perts Say...

Mat Hoffman's producer Brian Brite relishes the idea "if there was enough emphasis on the injuries competitors pick up."

Verdict

Phat Air





Mat Hoffman's *Pro BMX* appropriates the *Tony Hawk's* engine for BMX larkery. It is due for release in March.

The best games all have certain features in common, which are an integral part of bonding extreme sports and videogames into a successful package. First and foremost is good gameplay. It seems obvious but, pre-*Hawk's*, gameplay had been conspicuous by its absence. Level design must reflect the sport's real life environment – in the case of BMXing and skateboarding, pretty much anywhere – but provide plenty of scope for fun at the same time. And performing tricks must not only look like the real thing but should make you feel like you've achieved something special. So pulling stunts should involve a learning curve which reflects their real-life difficulty. Failure is just as important. When your character smears his bleeding face across a concrete bowl, you've got to wince and feel his pain. At the same time, enjoying your own comedy tumbles reduces the frustration factor as that attempted McTwist turns into yet another nose-dive. Finally, every extreme title needs the love of a good pro. Rather than follow the example of some professional sportsperson, extreme sports personalities take a real interest in their games. Their expertise injects a game with authenticity, and, of course, a certain amount of credibility.

BMXing and skateboarding are without doubt the two biggest extreme sports and have successfully broken into mainstream culture. But will the other sports be able to follow?

In San Francisco, home of ESPN's X-Games, we found plenty of fresh meat for voracious extreme sports gamers. At Pier 32, where most of the action takes place, minds were firmly fixed on the competition ahead, but many of the hot young radicals of extreme sports could soon be competing on PlayStation. □

Just like the tricks and gameplay in the *Tony Hawk's* games, *Dave Mirra Freestyle BMX* is hyper-real and stunts look suitably painful.



feature THE JOY OF X

SURFING



Hopefully future surfing game developers will check out the PS2's *Surfing H2O* to note what not to do.

What Is It?

Like skateboarding, surfing is as much about image as it is about sport. It is extremely popular in Australia, winter and summer, and many will be familiar with the sight of beach carparks full of kombis and their half-dressed owners.

Should It Be A Game?

Although absent from the X-Games, surfing has its own icons and world championships. The Commodore's *Summer Games* and the arcade/console's *California Games* both featured the sport, but neither did surfing any justice. The main problem is creating believable waves. Some

developers believe that only next-generation hardware is capable of recreating surfing, such as Activision, which is currently working on *Kelly Slater's Pro Surfer* for the PS2. Despite this, Ubi Soft recently released *Surf Riders*, the best surfing experience on PSone. If the wave problems can be sorted there is plenty of *Hawk's*-like scope for surfing. Tandem surfing would be perfect for multiplayer, featuring two people on a long board together performing all sorts of acrobatic tricks. Modified *Dancing Stage Euro Mix* mats could provide the all-important pressure pad control and the superb ripple effects in Take 2's

MoHo would provide a brilliant PSone wave generator.

Pro On Board

With Kelly Slater already signed up, publishers will have to look a little harder for a star name, Hawaii's Sunny Garcia (above), perhaps.

The X-perts Say...

Tony Hawk says, "As an avid surfer, I'm very excited about the Kelly Slater game. I can't wait to see how the waves and water react..."

Verdict

Phat Air

WHAT NEXT FOR MR HAWK? Endless sequels, or something a bit different...

With a sequel already in the bag, what's next for Tony Hawk? Surely the Hawk's name won't be diluted with endless sequels while every man and his developing dog tries to cash in with their own titles? Perhaps, but there is another way...

Tony Hawk online?

With the online capabilities of PS2, it's no surprise that many developers are thinking ahead in this direction. Mat Hoffman's producer Brian Brite claims that one day a giant online virtual park will exist where skaters, bikers and bladers will be able to hang out and show off. Dave Mirra producer Shawn Rosen agrees, "BMX is a community sport, and as far as online gaming goes, we're all over it."

Tony Hawk's beat 'em up

This crazy idea is already in the concept stage. Tentatively titled *Extreme Payback*, the "extreme sports beat 'em up" is the brainchild of Mat Hoffman's producer Brian

Brite and freestyle BMXer Mike Escamilla. Sporting heroes such as Mat Hoffman and Tony Hawk use their boards and bikes to beat up school bullies who pick on geeks. Pitched as a mission-based game, you (playing the part of your chosen hero) would go to the rescue of high school nerds and dish out extreme payback on their behalf. "It would be really cool to travel in packs with other extreme sports athletes, à la *Final Fight*, and pummel the jocks," enthuses Brian. Mat Hoffman, on the other hand, is not quite so sure,

"I'm not much into role-playing or shooting people," he told PSM. Well, even if he's not convinced, it sounds hilarious.

Tony Hawk's RPG

Tony Hawk's producer Dave Stohl feels that celebs like Tony are reaching a point where their game characters are becoming strong enough to work independently of their sport. As an RPG fan, Dave says he would like to see Tony's game character in an adventure game. Tony, however, is not convinced and told PSM he was more focused on skateboarding. He didn't rule the idea out, though.

Hoffman's fantasy

We asked Mat Hoffman about his fantasies when it came to extreme sports – this is the only one we could print. "It would be pretty cool to do a virtual game where

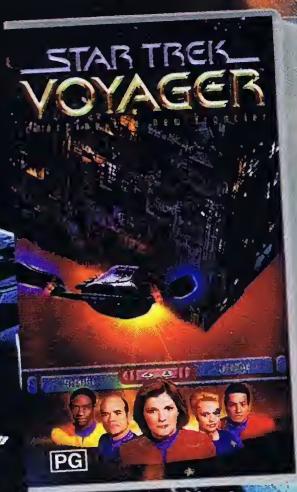
you wear virtual goggles and sit on a bike attached to a hydraulic base. Then the bike simulates the moves you do in the game with the sensors on the bike controlling the game. It would probably take some bucks to make. I have played a virtual skydive machine [at an arcade] that was pretty good." Okay Mat, we'll get back to you...



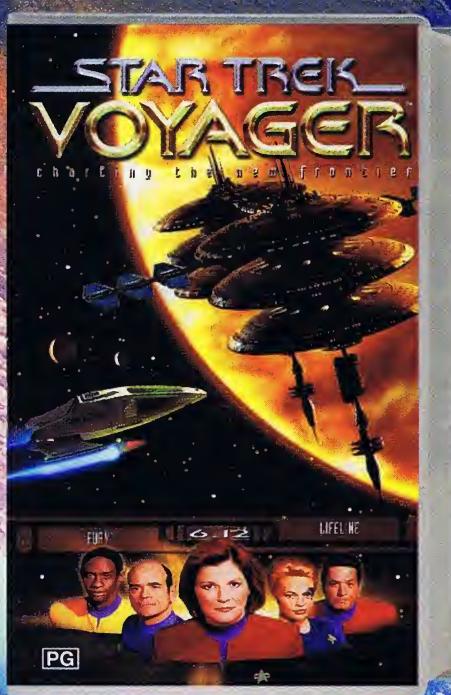
Mat Hoffman (above) faces death on a daily basis because "chicks dig scars" he says.

THE VOYAGE IS COMING TO AN END

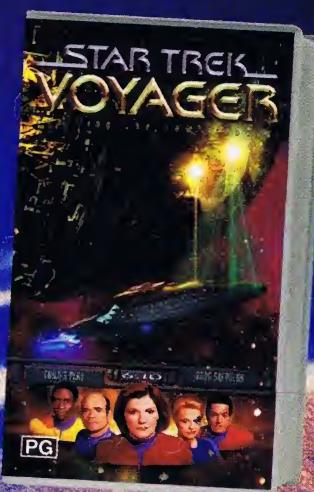
One of the most highly anticipated season endings



6.8 (TSUNAMI/COLLECTIVE)



6.12 (FURY/LIFE LINE)



6.10 (CHILD'S PLAY/GOOD SHEPHERD)



6.9 (SPIRIT FOLK/ASHES TO ASHES)



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**Duke's weapons**

come with an auto-targeting system - but even this can't help him save all those lovely ladies (top left).

Duke Nukem: Land Of The Babes

Somewhere in the universe, foxy ladies are in trouble, and it's up to you to save them from the clutches of pesky vermin.

this is a tale of Mr Muscle kicking some monster butt and saving the babes. Hmm, sounds familiar.

The action takes place sometime in the future when an alien race has invaded Earth, wiping out men and enslaving busty women in order to breed a race of hybrids. The few female escapees form the United Babe Resistance, but are forced to call for help when the aliens develop a devastating weapon.

Enter Duke Nukem, the ultimate macho meathead, whose gun-totin', wisecrackin' antics make him a bit of a role model down at the trailer park. As Duke, you've got to get through 23 levels of huge piggy baddies, and the occasional gorilla, with weapons ranging from throwing knives to grenade launchers.

Mr Nukem jogs and jumps around this third-person 3D action game in a manner more nimble than you'd think for his robust frame, all the while uttering threats and insults to the "real ugly" enemies (when he's not too busy blowing them away with an item from his huge arsenal of heavy projectile weapons) and paying distressed damsels the odd compliment. All the while, Duke performs his dance of destruction to a heavy rock soundtrack.

Despite the story being a load of chauvinist nonsense and the gameplay being more or less identical to his last outing, *A Time To Kill*, *LOTB* is shaping

up to be an highly enjoyable mix of toolled-up gore-fest and complex, free-roaming 3D adventuring. The major problem at present is the graphics. Nowhere near as smooth as the Duke's chat-up lines, there are an awful lot of glitches and clipping.

Hopefully these will be sorted out. Another downfall is the button configuration, requiring the player to be especially nimble-fingered to scroll through the in-game options screens. We are always up for a decent hand-eye challenge, though, and it's a minor complaint really.

Once Duke is sitting on the shelves, *Land Of The Babes* might just give Lara a run for her adventuring money.

Nick Ellis

PlayStation OPINION

+ Loads of fun; great guns and complex adventuring.

- Graphics quality is poor, the storyline is dodgy, and the controls are tricky.

! If saving ladies and blowing things up is your bag, *LOTB* will go down a treat.



However many babes Duke saves, he ought to know he can only take one passenger (above).

DUKE NUKEM previews

Publisher: Ozisoft Developer: N Space Release date: February Origin: US Style: Action adventure Players: Two



APPETITE FOR DESTRUCTION...

Five Ways To Splat An Alien

The Duke's arsenal has stacks of shooting power, offering numerous squelchy ways to dispatch the babes' oppressors.



Combat Shotgun: Relatively small but still effective in close combat.



Laser Gatling Gun: It speaks for itself.



Sniper Rifle: Good for hitting baddies at a distance and thus keeping your ego intact.



RPG: A mean, heavy-duty rocket launcher that will take out almost anything in its path.



Shrinker: A fun weapon that reduces anyone to the size of a mouse, allowing the Duke to squash them with his boot.



"Duke's arsenal offers numerous squelchy ways to dispatch the babes' oppressors"



DUKE NUKEM previews



ISS PRO EVOLUTION 2

Publisher: Ozisoft Developer: KCET Release date: March Origin: Japan Style: Soccer Players: Two



ISS Pro Evolution 2

Konami's star striker returns to the field with new magic in its boots.

as far as PSone goes, the grudge match between *FIFA* and Konami's *ISS* is in the last minutes of extra time.

Despite *ISS* dominating for the majority of the match, a sucker punch from the eminently playable *FIFA 2001* has given EA a slight advantage. But Konami is not through yet and *ISS Pro Evolution 2*, the sequel to what is widely regarded as the greatest soccer sim of all time, is about to be brought onto pitch.

The key to the success of past *ISS* games has been the sublime control they offer, which reached a peak in *ISS Pro Evolution*, and for the sequel, Konami has a few more tricks up its sleeve. You can cancel a shot to dummy a defender by pressing the ▲ button, and if you press the ■ button straight after you pass to a player, he will shape up to shoot first time.

Also on Konami's agenda is tidying up the player animation, which, although virtually seamless in the first *Evolution*, did sometimes leave the

odd forward frustratingly immobile after possession was lost. "We have addressed that," executive producer Gozo Kitao admits. "We took a look at all the moves available in the previous game and how they could be improved. We know that realistic-looking players can hold the key to the excitement of a soccer game, so, if we get it right, [soccer] fans will feel more involved with what they see."

This realism also extends to the way the ball moves. "The movement of the ball will have a distinct effect on the way the players react to it," Kitao elaborates.

With the game also benefiting from Konami's recently inked deal with FIFPro to include real player names, the sequel's team roster has been revamped. A new, as-yet unnamed international squad has

been added, as have eight new Master League teams for the game's European tournaments. This in turn means that the player roster has grown to contain over 1800 stars, and you also have the option of editing

and creating your own players. There is a more overt managerial aspect this time around, with teams playing out of their skins when using preferred formations and attacking styles, but reacting badly to changes.

With all-new camera modes, less explosive sound effects and better commentary, there's no reason why *ISS Pro Evolution 2* shouldn't retain its PSone Premiership title, perfectly countering *FIFA 2001*'s last-gasp attack. It'll be 2001's biggest match,

make no mistake, so start forming an orderly queue.

Steve Merrett

PlayStation OPINION

+ The ball physics have been improved and the player's names are the real deal!

■ For some reason the masterly *Evolution* sold poorly. Hopefully this doesn't suffer the same fate.

! All the early signs suggest *Evolution 2* will be the finest soccer game in history. *FIFA* fans take note.



Heading for glory. The ball physics are greatly improved, as demonstrated by the fantastic heading which looks more convincing than ever (above).



Fear Effect: Retro Helix

Retro Helix features more scary oriental action than the original and now presents you with some scary dilemmas.

Retro Helix is the second instalment of a *Fear Effect* saga, culminating in a third and final game that will reveal the truth behind all the triad/mythology/assassin shenanigans. So you won't want to miss out.

The sequel is strangely set prior to the original, as the developer felt the first game was lacking in the background information department. *Retro Helix* gives you the opportunity to learn the characters' histories and how they joined forces. It will revolve around the basic formula and action-orientated gunpowder flavour of the original; with the same sharp attention to detail and geographic accuracy.

You begin in Hong Kong, with the

characters globetrotting to various locations, including a murky-looking New York and making a visit to a previously lost Chinese city, before finding closure in Penglai Shan.

Another dose of the ultra-violence and general mischief that pervaded the original is assured, and helping to administer it is a new playable character, Rain Qin, who'll back up Hana, Deke and Glas. There's also a whole new cast of baddies, too.

Apart from the storyline taking on a prequel slant, *FERH* features a slew of new features, including weapons that actually serve practical uses. The EMP device allows you to disable electronic machinery, and the flamethrower can remove the flesh of whomever it is

turned upon. There's also an increased emphasis on close quarters combat with the introduction of the taser – perfect when you need a quick kill. Of course, carnage-inducing weapons are still available, with grenade launchers and the like in your arsenal.

Developer Kronos has tried to remedy some of the flaws of the original and has improved the animation and artificial intelligence. The AI varies depending on each character, with some acting more aggressively than others. Also improved are the woeful loading times that occurred when your character was killed, and the rigid control system has been changed to include more than one scheme.

James Ellis



Bullet bonanza. You'll inhabit a shadowy twilight world armed to the teeth with nifty little guns and heavy weapons.



PlayStation OPINION

+ New characters and weapons to wreak havoc with.

- It may be a little too similar to its panned predecessor.

? What is the go with all that low zipper chest-busting action? If you thought it was bad before, you'll have to put up with two characters now.





previews CHAMPIONSHIP SURFER

Publisher: Mattel Interactive Developer: Krome Studios Release date: February Origin: Australia Style: Surfing Players: Eight



Hopefully the prospect of asserting yourself as "Grand Poo Bah" of the ocean will be too exciting to pass up.

Championship Surfer

Wave goodbye to that winter surfing holiday in Hawaii, wax up your controllers and get ready for some aquatic action.

before you even begin to develop a surfing game, you immediately have a big problem on your hands: making the water realistic. "It was no easy feat, that's for sure," says *Championship Surfer's* assistant producer, Krome Studios' Robert Watson. "We used the wave generation system from *Mike Stewart's Pro Bodyboarding* for the PC. In nature, no two waves are the same, so it was essential our waves vary in shape, size, break and length as much as possible. We've also included different weather conditions like rain, storm and hurricanes. These all have varying effects on the type of waves you surf."

Tony Hawk's showed how extreme sport games can benefit from expert advice and so Australian amateur champion Mark Richardson was brought on board to help on what Krome hopes will be PSone's first recognisably realistic surfing experience. As Watson says, "Having surfed some of the best locations in the world, Mark helped us with the shape and realism of the waves."

Obviously, you need more than good-looking waves to produce a successful game. So what else can we expect? "You've got the O'Neill surfing team with all the characters available through the entire game," adds Watson. "To access beaches, in addition to the two you begin the game with, you will need to win through each of the difficulty levels in Arcade and Championship modes. Beginner level has four beaches, Amateur seven and Pro 10."

Krome has also thrown in an intriguing two-player battle mode. "Rumble mode is a two-player beat 'em up on water," Watson explains. "The wave is fixed so players can concentrate on taking out each other. We spent a lot of time working out power-ups and their effects. They can be defensive or attacking, and include shield, invincibility bomb and lightning bolt. Also, mines float in the water disguised as rubber duckies – effects include explosions and poisonous gas."

Each location has its own kind of waves and you'll have to learn the difference between an offshore reef break and a hard left break, and adapt

accordingly to score enough points to win respect and trophies.

There are more than 50 tricks and combos to learn, all based on the abilities of real surfers. The better they are, the more points you earn. It looks like it's going to be tricky to master them all, but give it a few years and you'll be pulling 360-degree aerials at Gnarly Beach with the best of 'em.

The six different board types are each suited to a certain style of surfing. They range from square-tailed and short-finned to swallow-tailed and long-finned and all have nice patterns on them, though it's doubtful that the pretty graphics aid you in your quest for points.

Krome has certainly got it right in terms of trickiness. Surfing in the real world takes years to master and pulling off the *Tony Hawk's*-style tricks and combos while trying to skim off the top of a wave and avoid sharks and the like is no easy task.

There'll be a lot of tumbling into the sea before any *Big Wednesday*-style action but *Championship Surfer* is looking swell.

Nick Ellis and Fiona Tomarchio



PlayStation OPINION

+ The waves look realistic, and there are loads of tricks and plenty of modes.

- The surfers are small and there's too much debris.

! We could finally have a surfing sim that's worth playing. But learning how to stay on your board for longer than 30 seconds may prove tricky...



Boing.



Publisher:
Ubi Soft
Developer:
Shaba
Release date:
March
Origin: US
Style: Scooter
Players: One

Freestyle Scooter

Love 'em or hate 'em (and admittedly, for this reviewer it is the latter) scooters are now a firm part of everyday life and soon you'll be able to take to the streets on your razor in videogame form.

Freestyle Scooter comes from Shaba, the development house responsible for the recent skateboarding sim *Grind Session*, which was solid enough, but was obviously lacking in certain areas. Blocky graphics and less-than-impressive character movements didn't provide a particularly strong base to form a game around.

Surprisingly, it looks as if a genuine effort has been made to discard most of these flaws in the development of *Freestyle Scooter*. It's worked too, and the gameplay and character controls feel much more solid.

Tricks are surprisingly varied as well, and are pulled off with the □, ○ and ▲ buttons. The levels aren't particularly big, though, but they have been carefully designed with some well-distanced ramps and great ledges that link your run around the courses into a free-flowing jam.

There are levels based on real environments as well as fantasy. Hammering around an urban landscape can be fun enough, but try getting massive air with the fear of falling to your death on a floating level, suspended in the sky...

Scooting is a hybrid of skateboarding and rollerblading. Given half a chance, most skateboarders will tell you that both rollerblading and scooters aren't real sports and that they are gimmicky. Whether scooters ever earn credibility on the street is yet to be determined, but in

videogame form, *Freestyle Scooter* is looking thoroughly enjoyable.

Progressing through the game is already proving quite addictive here at PSM and the final version will be as every bit as fun. Veterans of *Tony Hawk's Stakeboarding* or *Grind Session* will churn through the game fairly quickly, though, and the long-term appeal may suffer because of this. But at this stage, *Freestyle Scooter* looks and plays better than its older *Grind Session* cousin – a fair indication that it is an all-round superior package. **RY**



Publisher:
Sony
Developer:
Argonaut Games
Release date:
April
Origin: US
Style: Adventure
Players: One

Disney's The Emperor's New Groove

It seems that every time you look there is a new Disney animated movie coming out. Being the great vertical integrator, Disney releases the game and merchandising simultaneously, and *The Emperor's New Groove* is no exception.

Slated for an early 2001 release, you play pretentious young Emperor, Kuzco, who, after a failed assassination attempt, has been turned into a llama and then displaced from his city of rule. Like all main characters do, he sets off to his city to claim back his throne, as well as his body!

Basically a 3D platformer, the graphics are simple but they suit the game well, and a well-produced music score backs them up. However, the real test for platformers comes in the area of gameplay, and whilst *The Emperor's New Groove* doesn't make any cracking innovations, it does what has been done before with competent style.

The game follows the usual formula of collecting coins and finding icons to open doors, but there is also a slew of humorous dialogue exchanges that take part as you interact with other characters –

all of whom seem to realise that they are just sprites in a videogame.

Not only will the game cause a few giggles, but the gameplay looks varied enough to keep you interested. The levels are concise and vary from standard 3D leaping action to racing events and button-mashing frenzies. Kuzco also comes across vials that transform him into different animals, and although this has been done in quite a few 3D platformers before, it's still interesting to see what abilities

Kuzco will be able to perform post-transformation.

The control is tight, which is essential, and is sure to appeal to the younger set. **JE**





Boing?

We can't come out and introduce a new shoe, a new technology, with the word Boing. What the hell are we thinking?

Where the hell are the coloured pie charts? Where are the neon graphs connecting the X quotients and Y quotients that disseminate sixteen years of research? You'd think at least we could have printed this ad on some kind of metallic paper with a 3-D embossed effect.

But we have done no such things. No such things.

Boing.

It's hard, really. It's hard not to do one little technological flow chart. Just a little one, maybe down in the corner. Trust us, it's hard. We resisted, but how cool would it be to do a biomechanical flow chart with extended cross sections comparing the rate of force to that of pressure off the platform of motion and EMG?

And you know what's even more tempting? Glow-in-the-dark type.

But we set the table with Boing. Five letters, two vowels, three consonants and one syllable.

Like you are supposed to know what Boing means? And it's tempting to want to explain it. Boing. There are all those great words like optimised return energy, responsiveness and impact absorption.

Absorption - what a great word.

Boing.

That's right, Boing. Nothing more, nothing less. Boing. But you've got to stop and wonder, though - are we throwing a big opportunity out the window? Let's see, there's sixteen years of research, the most comprehensive testing ever done on a running shoe, a shoe that actually returns energy. Arrrgh.

Boing.

Boing. There we are.

Sticking to it. Boing.

The most important thing, really, is not what we could say or quite possibly want to say, but what we do say.

Boing.

But this is all just words on top of words on top of words. Words are not experience. Experience is experience. So go experience.

Boing.



NIKE SHOX



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previews ROUNDUP



Publisher:
Ubi Soft
Developer:
AndNow
Release date:
February
Origin: US
Style: Platform adventure
Players: One

Mort The Chicken

there is something refreshing about *Mort The Chicken*. While the gameplay is not exactly groundbreaking, its quirkiness has many endearing qualities.

Don't think of *Mort* as the next puzzle-packed adventure to have you stumped. Some of the problems are difficult but most of them are relatively straightforward. At best, though, they're an ideal vehicle to introduce children into the gaming fold and to develop problem-solving skills.

While *Mort The Chicken* can be

classed as a 3D platformer, the game takes on many puzzle elements and relies heavily on the abstract features of the plot, adding a good dose of humour.

Suitably colourful, *Mort The Chicken* has some sizeable levels, but given that it's based on escape, there are quite a few instances where you're limited to confined spaces. To help *Mort* get through the puzzles, there are power-ups available to give him different powers and abilities. Who would've guessed that a game about poultry could be so quirky?! **RY**



Publisher:
Ozisoft
Developer:
Mattel
Release date:
TBC
Origin: US
Style: Mini racing
Players: Two

Tyco R/C Assault With A Battery

based on remote-controlled Tyco Racing Cars, *Assault With A Battery* looks like giving the best mini-racing game to date, *RC Revenge*, a run for its money.

Featuring eight cars from the series, each car has been meticulously recreated. Driving behaviour varies between each model thanks to characteristics like acceleration, top speed, charge power, turning and collision damage.

The tracks are beautifully rendered and the settings feature a realistic jerky

remote control feel. *Tyco R/C* crosses the line between simulation and fantasy, resulting in a miniaturised mix of *Monster Trucks* and *Muppet RaceMania*.

Multiplayer mode offers hours of entertainment and the courses provide a high level of interaction, adding a great depth to the gameplay.

The cartoon-style graphics incorporate lighting and smoke but, unfortunately, the audio is poor with very basic effects.

Overall, *Tyco R/C* is surprisingly consistent, and one R/C fans should certainly keep an eye out for. **FT**



Publisher:
Ubi Soft
Developer:
NewKidCo
Release date:
TBC
Origin: US
Style: Action
Players: Two

Tom And Jerry In House Trap

We all know Tom and Jerry. They've inspired many imitators in their time, and you'll soon be able to play them on your PSone.

Tom And Jerry In House Trap has you playing against a side-scrolling 2D backdrop with a split-screen. You start out in a house with a few accessible rooms, but as you complete more levels, more rooms and items open up. For instance, you might start off in the kitchen with an umbrella and fishbowl, but soon you'll gain access to doors that lead to the backyard with a shovel.

The interesting thing is, regardless of playing in single or two-player mode, the split-screen remains, such is the importance of knowing your opponent's position.

You can mimic the cartoon's insane action by picking up baseball bats or bowling balls and hurling them at your opponent. There are also traps that can be set for your opponent to walk into.

The minimal style of the graphics reflects the series and the frame-rate zooms along at a good pace. A promising adventure that should entice old fans. **JE**



Publisher:
Ubi Soft
Developer:
Sinister Games
Release date:
March
Origin: US
Style: Racing
Players: Two

The Dukes Of Hazzard 2

for those of you too young to remember, *The Dukes Of Hazzard* was a TV series about two boyish men hooning around Hazzard county in a bright orange car called the General Lee. The Dukes have already graced the PSone in the shoddy original (*PSM* 34, 5/10), and again, things aren't looking too rosy.

The preview code that *PSM* played still needs a lot of work. The roads are brown, blocky mush, and the scenery is barren, lacking any quality.

Despite the advent of the PS2, it's

good to see a healthy number of games still in development for the PSone, but Sinister Games has a lot of work to do if it wants *DOH2* to be a real contender.

Players are thrust into the usual macho scenario of rescuing the helpless damsel, Daisy. Apart from this story mode, new options are available, including Joyride, allowing you to kick back and roam the wild county grounds, and two-player split-screen mode, where the real fun of the game lies. Hopefully, the look and control of *DOD2* will be tweaked. **JE**



PSone reviews

The PSM team crack open every PSone game and give you the facts.

Final Fantasy IX

48

the Never Ending Story would be a more fitting title than Final Fantasy, considering the mammoth scope of this RPG series. It began life more than a decade ago and after nine incarnations has matured into the most respected role-playing series in existence. Purists will be on familiar ground with the latest instalment. FFIx delivers another engrossing tale of tragedy, heroism and intense battles with an even more intuitive control system and scrumptious visuals that will appeal to all.



67 "Celebrity fighters make the cut, including Wacko Jacko"

52



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- 73 Army Men: Sarge's Heroes 2



PlayStation PERIPHERALS

- 2^{player} number of players
- PS2 dual shock
- PS2 memory card
- PS2 steering wheel
- PS2 gun
- PS2 multitap



Summon spells have always looked good, but never quite this detailed or smooth (right). Make no mistake, *Final Fantasy IX*'s visuals push the PSone to the limit.

Final Fantasy IX

Never in the history of the RPG has a series of games boasted such a contradictory title.



Final Fantasy. Roll the words around your mouth, and think about them for a second. Even back in the mid-'80s, when the industry was in its infancy, games had far more sensible names. What is even remotely 'final' about an RPG that has reached its ninth incarnation, and still shows no sign of letting up?

What veterans of the series may find a little harder to swallow is that, at first sight, Square appears to have committed the cardinal sin. Rather than re-style the game from the ground upwards, as was the case in *FFVIII*, it's taken a step back and gone for the format that made *FFVII* such a hit. The differences between the two

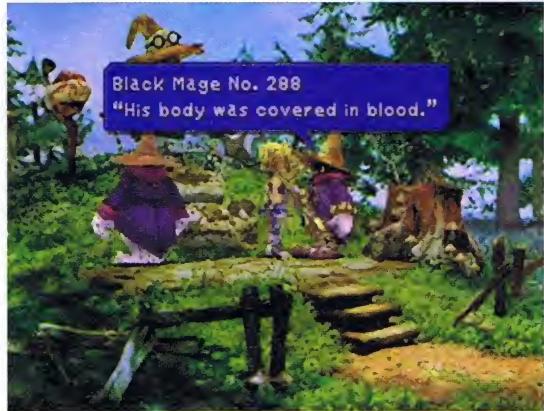
games are marked enough to make it a worthy, indeed essential, purchase but in essence it's damn near identical – and that goes for plot, combat structure and appearance.

But let's not be too quick to tear strip off Square. After all – and here's the bit you really need to hear – it's still a bloody excellent game and offers incredible value for money. Crucially, a lot of this is down to the fact that it mimics *FFVII* so closely. In many respects it's a return to form for the series and, while some elements haven't received the extra attentions they deserve, there's more than enough in the way of new challenges and statistical pornography for even the most closeted role-player.

In common with previous versions of *Final Fantasy*, *FFIX* maps out the adventures of a burgeoning band of unlikely heroes. This instalment's Cloud or Squall goes by the name of Zidane. He's a thief by trade, reckons himself a bit of a ladies' man and sports an attractive monkey tail. He's also handy with a blade and, as the game progresses, he blossoms into your principal hand-to-hand warrior.

From the very beginning, Zidane finds himself picking up characters, losing them again, acquiring new ones, regaining old ones... Your band will be virtually unrecognisable from one minute to the next. Initially, this constant exchange of personnel can be a little frustrating. You start to feel

Publisher: Ozisoft Developer: Squaresoft Release date: February Origin: Japan Style: RPG Price: \$79.95 (NZ\$99.95)



that you're not spending enough time with your characters to teach them new tricks or get them scurrying up through the levels.

By the time you get to the second disc, though, the action really starts hotting up and the plot undergoes some fiendish trickery. It is here, with most of the main characters already introduced, that you get to spend periods of quality time with them and begin fine-tuning them for specialised battlefield roles.

One of the major criticisms of *FFVIII* was the way skills and spells were acquired. Fans of *FFVII*, left hungry for more of the same, found themselves facing an entirely new combat system that, while effective, seemed overburdened with unnecessary complexity. And Square has taken note of the fact that junctioning wasn't up everyone's alley or, for that matter, anywhere near as popular or user-friendly as the Materia system of *FFVII*. So once again, it's binned the idea in favour of something fresh and fruity, and for part *IX*, it's pretty much cracked it.

The system is closer in essence to that of *FFVII*, as it is your characters' equipment and weapons that endow them with new abilities, spells and skills. The difference lies in the fact that you don't have to equip your items with Materia – they come blessed with pre-set skills. A better way of putting it would be to say that your characters, from the very onset, have the innate potential to use these skills and spells, but it takes time

and experience with an item – be it a sash, robe, blade or staff – to bring these abilities to the fore. When a character equips an item or weapon, you'll have a chance to learn these new abilities and they fall into two important distinctions.

The first is the Action Ability. As soon as the item is equipped, it lets you use the skill, which may be a spell such as Bio or Blizzard or some special sword attack – basically, anything that has a choose-and-use

"[Square] has taken a step back and gone for the format that made FFVII such a hit"

battlefield effect. But to make the ability a permanent addition to your repertoire, you need to keep the item equipped for some time. Each skill has an Ability Point, or AP rating, which rises after combat. As you gather points, you come closer to learning the skill permanently. If you de-equip a weapon or item before you've learnt the skill completely, you'll no longer have access to the skill – until you equip that item again, of course.

The second sort are Support Abilities, and have passive rather than active effects. Bright Eyes protects your character from blinding spells and it's not something that needs to be cast – once you've



HOW TO... CAST A GAME

No *Final Fantasy* game would be complete without an all-star cast of princesses and paupers, and *Final Fantasy IX* is no exception.



Zidane's your main man and principal party member. His formidable skills as a swordsman match even the most powerful magic users. As a thief, he has all manner of cheeky abilities. Better learn to love him.



Princess Garnet, or Dagger as she likes to be known, may be royalty, but she's also a superior white mage. Her specialities are healing magic and summon spells, making her a pretty damn indispensable party member.



Ruling the kingdom of Alexandria with an iron fist, Queen Brahne is Garnet's adoptive mother. Not that she gives a damn about her lovely daughter, though, as her actions in the game will illustrate all too clearly...





HOW TO... HEED THE SUMMONS

The summon spells are as spectacular as ever. You'll need some eye protection for when Ramuh first makes his appearance...



When summoned, Ramuh will glide down from the sky like the thunder god that he is. He may be wearing a fluffy, priestly robe, but don't let this deceive you...



Ramuh then casts his staff at your enemies, where it'll perch in the ground and act as a lightning conductor. Here's the bit where it'd probably be a good idea to crack out those Ray-Bans...



Lightning strikes Ramuh's staff, and 20 squillion volts of blinding electrical power are shunted up your protesting foe. Don't worry, he won't be protesting for long.

Diamond Dust will be familiar to *FF* veterans – summon Shiva and she'll freeze foes with it (far right).



"Scraps are conducted in almost exactly the same fashion as *FFVIII*..."

► selected it in your character's ability menu, it's always there in the background. Their level determines the type and number of Support Abilities your character can equip. Lower-level characters can only equip a few, but higher-level characters can waltz around with all manner of magical wards and protection equipped. Some have limited uses; if none of the monsters in your area have the ability to blind you, for example, you won't need to equip abilities such as Bright Eyes. But some are worth equipping permanently – Regeneration and Auto-Potion are indispensable in lengthy battles.

And we're pleased to report that lengthy battles are still very much where it's at. Scraps are conducted in almost exactly the same fashion as *FFVII*, and that's something worth applauding. Again, you have the Active Time Battle system in place, meaning that you can only issue your fighters' orders when their ATB bar is full. When the deed is done, the bar is reset and you have to wait for it to fill again before issuing more commands.

Limit breaks (or Trance States) are

still in place and allow your characters to perform special attacks when they've taken a certain amount of pounding. In general, all the same old elements apply – you need to mix magic users with fighters, decide how to place them on the battlefield and work out strategies against different opponents. New and increasingly powerful weapons, armour and other accessories can be purchased, found and won as you work your way across the continents, and all offer intriguing combinations of abilities and effects. Indeed, you'll have a lot of trouble getting through the game without some measure of experimentation.

It's almost fruitless to discuss the visual side of combat. Suffice to say that it looks even better than both *FFVII* and *FFVIII*. And yes, before you ask, summon spells, or Eidolons as they're known in this instalment, are very much de rigueur. This time around, though, only a couple of characters have access to such immensely destructive goodies and it's not until about halfway through the game that you'll get them.



Fantastic voyage.
This is probably the most spectacular-looking game ever to grace the PSone in its proud five-year history.



NAME	HP	MP	ATB
Zidane	1447	117	
Eiko	1009	62	
Steiner	896	51	
Freya	350	81	



PlayStation INFORMATION

GRAPHICS ■■■■■■■■■■
GAMEPLAY ■■■■■■■■■■
LIFESPAN ■■■■■■■■■■

9
VERDICT

We don't know how they manage it, but Squaresoft has gone and done it again. A welcome return to form for *Final Fantasy* and phenomenal value for money. Get it.

WHY NOT TRY

Final Fantasy VIII
Vagrant Story
Legend Of Legia

1 player



PSM 28 10/10
PSM 36 9/10
PSM 35 8/10



Needless to say, they're nothing short of spectacular and the fact that you really have to earn them makes using them all the more special.

Combat is at the heart of the game, but on the surface lies the kaleidoscopic variety of play that we've come to expect from *Final Fantasy*. Stroll around the cities of the world and you'll find countless mini-games and sub-quests tucked away. Head over to the town of Treno and you can attend the rare item auctions. Or fight the town's caged monster for a cash prize. Or participate in a hunting festival. There's a shocking amount of stuff to explore, and if you go out of your way to find everything, you've got a good 60-70 hours of play ahead of you.

But it's the plot that really drives the game along, and in true Square style it's a corker. An orphaned princess, a young hero, a threat to the very fabric of existence... And an ivory-haired baddie who has a spell or two up his capacious sleeves. If it

wasn't for the fact that we've seen all these things before, then we'd say that it was the finest piece of in-game storytelling we've ever laid eyes on. As it stands, the similarities to *FFVII* are a little too pronounced and, though we hate to say it, the story's

through the loading screens. But hey – you've no choice in the matter.

And yet, such instances are worth ploughing through for the sake of the game as a whole. *FFIX* is pretty much everything we've come to expect from a *Final Fantasy* game – a supremely

"It's the plot that really drives the game along, and in true Square style it's a corker"

less credible as a result.

Another element we're sad to see repeated is the random fighting. Those times when you're roaming the world map in search of your next port of call can be damnable frustrating when all you do is bosh the same beasties over and over. When your guys are experienced fighters and are taking things down in one blow, the experience you gain from besting them just isn't worth the tedium of sitting

polished RPG. It also rewards exploration and success, adding up to a tremendously satisfying experience. If you're new to the series, pop an extra point onto the score – it's only because of its lack of originality that we've marked it down. But don't be fooled into thinking we don't love it to bits. In the end, it's another engrossing Squaresoft masterpiece, and isn't that what we all crave?

Al Bickham

Dead beat. You'll have frequent encounters with bosses. If your party isn't up to scratch, you may need to take them aside and buff up their skills with supplementary combat.

HOW TO... PLAY CARDS

Tetra Master is *FFIX*'s built-in collectible battle-card game and it's top fun. There are plenty of rare cards to be found, as well as ones with excellent abilities.

Card Selection



You'll pick up cards as you win battles – each represents a type of monster in the game. To play a game, simply challenge a passer-by and choose your cards.



The idea is to battle your cards against your opponent's in a turn-based battle. Each card type features its own strengths and directional attacks – it's a pretty tactical affair.



If you take over more cards than your opponent, you win and get to keep some of his cards. Win a perfect victory by besting all his cards and you'll win them all!





Body count.
As you slay your
enemies, their
blood-drenched
carcasses will
begin to pile up.
Nasty.

PlayStation INFORMATION

GRAPHICS



GAMEPLAY



LIFESPAN



6

VERDICT

A seamless, non-linear story, rich with atmosphere, great weapons and tactics. The flawed combat mechanics let down what could have been a classy arcade adventure.

WHY NOT TRY

Dino Crisis 2
Syphon Filter 2
Resident Evil 3 Nemesis

PSM 39 9/10
PSM 33 9/10
PSM 30 9/10



Blade

Evocative locations and some well-staged set pieces will draw you into this action adventure, despite its faults.

In the big screen, *Blade* certainly had its moments, but when it wasn't simply choreographing the bloodthirsty fights, it tended to lose its way. The convoluted vampire story was played so straight that it seemed silly. Comics – where *Blade* first originated – and videogames can handle this kind of pulp material much better, which should make *Blade* an ideal licence, right? Well, almost.

There is plenty here to get your teeth into with sword fights, four different guns (each with multiple ammo loads) and a nice variety of

undead enemies. You need to match the right weapon to the right foe, using silver ammunition – or your silver blade – to inflict the most damage on a vampire, switching to the more commonly available lead ammo to dispatch their human henchmen.

As Blade the Daywalker, a half-human, half-vampire sworn to rid the world of vampires, you are taking on the House Of Erebus – the council of the 11 vampire tribes. Two of these tribes, the vicious Pallantine and the scheming Dragonetti, are warring for control of the council. You end up being caught up in this war during

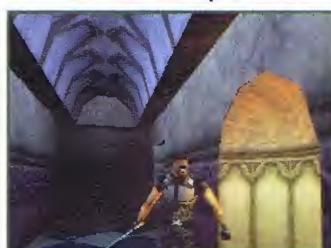
your investigations when your mentor, Whistler, is kidnapped. This is all rich, compelling stuff and it unfolds smoothly in occasional cut-scenes.

The game and the story are also structured in a refreshingly seamless way. The game's many locations follow straight on from one another, and single-use save points are sprinkled around sparingly. It's also partially non-linear, as some areas don't need to be visited but may contain power-ups or one of the 14 Glyphs – these aren't needed to finish the game, but they do open up library screens from the main menu.



Publisher: Activision Developer: Hammerhead Release date: Out now Origin: UK Style: Action adventure Price: \$69.95 (NZ\$69.95)

Blade and barrel. As well as his trademark slasher, Blade has a collection of mean weapons.



"When the baddies come too close they'll finish off Blade in a matter of seconds..."

These are all welcome ideas – the sort of things that separate a good game from an average one. That's assuming the rest of the game is up to scratch and, unfortunately, *Blade* doesn't quite live up to its promise. The problems are apparent right from the beginning as you are forced to come to terms with the clumsy controls and a clunky camera. The most serious of these faults is in the control system. It is fine for dashing about exploring the locations, but fundamentally flawed when it comes to combat.

As you can only run when you go forward, you often end up racing right into an enemy. Then again, even if you don't, they'll run straight at you. This wouldn't be so bad, except that Blade isn't very good at going in any direction other than forwards. A sluggish sidestep has to be triggered in conjunction with a shoulder button, but even that seems fast when compared to his positively arthritic shuffle backwards. Oh, and to top it all off, when the baddies do come too

close, they'll finish off the curiously delicate Blade in only a matter of seconds with two or three solid hits.

This is not gratifyingly, challengingly hard – it's frustratingly, dumbly difficult. And because you have to select the correct weapon and ammo to nail each foe, this only adds to the at times panicky, fumbling nature of Blade's fights. Alongside this, the odd dodgy or unplayable camera angle is only mildly irritating. If you back away too far from the pillars (see How To Defeat The Priestess) then you'll disappear from sight and you won't be able to tell which way you're facing.

It's a shame *Blade* fails so obviously to get the basics right, as there's some genuinely interesting stuff here. It's stylish, it's got atmospheric music and sound, and there are some impressive set pieces. The whole vampire thing works well, as does the overall story, even if the puzzles rarely rise above the key-door variety. It is playable, but ultimately annoying and, given its potential, disappointing.

Chris Buxton



HOW TO... DEFEAT THE PRIESTESS



One of the more difficult set pieces in *Blade* is the Priestess. Locked into her chamber, she'll spin around firing a red beam, while a guard runs around firing directly at you.



The only way to avoid being hit by her beam is to take cover behind one of the pillars in the chamber as the beam comes around towards you. Then nip out again and shoot her.



But the Priestess is invulnerable. The only way to hurt her is to position yourself so that when the guard fires at you, his green projectile will strike the Priestess and damage her.



PlayStation INFORMATION

GRAPHICS	[■■■■■]
GAMEPLAY	[■■■■■]
LIFESPAN	[■■■■■]

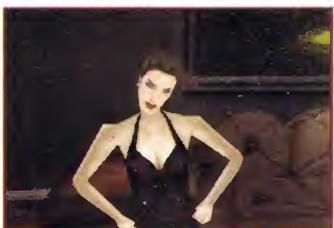
VERDICT

TWINE is an enjoyable blast through the best scenes of the movie, but it is too often interrupted by awkward attempts to vary the gameplay.

WHY NOT TRY

- Metal Gear Solid PSM 32 10/10
- Medal Of Honor: Underground PSM 40 9/10
- Syphon Filter 2 PSM 33 9/10

1 player [PS2 icon] [PS3 icon]



The World Is Not Enough

[ON THE CD]



"The name's Rambo – I mean Bond." Brainless shooting is not enough for **TWINE**'s super spy.

as Rare's *Goldeneye* on N64 proved, the best solution for a Bond game is to use a first-person engine, enabling you to 'be' Bond – seeing the action through his eyes, armed to the teeth with guns and gadgets. Happily, that's exactly the path Black Ops – after the third-person disaster of *Tomorrow Never Dies* – has taken for *The World Is Not Enough*.

The game kicks off with an all-action sequence. Bond infiltrates a Spanish bank to interrogate a man named Lachaise who might have information on the death of another 'oo' agent. MI6 informs you that security is light in the lobby, suggesting an element of stealth and surprise might be in order. The fact is, *TWINE* is categorically not about stealth, it's a first-person shooter from the old school. Spot target, blow it away. Simple as that. Attempts to disguise yourself, blend into the surroundings or duck behind awnings result in death.

For two levels *TWINE* is a very good first-person shooter, marred only by a couple of irritating defects that don't detract from the game experience to any great extent. Then the little flaws you've spotted start to open up into vast fault-lines which threaten to engulf the whole game.

For starters, the implied stealth

element that the level design clearly doesn't allow for arises with the guards in level five. If they see you they sound the alarm and you find yourself in a gun fight. Which you lose. So you die and it's back to the start of the level. And no matter how stealthy you try to be, you just can't avoid the guards. Not even the tranquilliser gun helps, since the guards wake up after a few seconds.

Frustration will eventually lead you to desperation and you'll simply stride up to a guard and smack him on the snout with your fist. He'll go down like a sack of potatoes and promptly disappear from the game. Ah. The penny drops. The level isn't about stealth, it's about walking round and clubbing people into submission until all the guards are gone.

Another major flaw is the speed at which the inventory system works. By the time you've sifted through it and selected your weapon, your target is gone. Being able to quickly change weapons is fundamental to success in first-person shooters and *TWINE* really doesn't do the job.

Unfortunately, the majority of levels in *TWINE* suffer from lazy game design – the routes are obvious and you're forced to play through straightforward sections umpteen times before cracking the tricky bit.

So *TWINE* is awful, right? Strangely, no. Yes, the middle part of the game is riddled with flaws in the same way the average Bond villain gets riddled with bullets, but the build-up to the climactic levels makes the game well worth persevering with, as there are moments of genuine tension.

The final level is where the shooting and strategy elements finally come together. At last you get to pull off some nifty moves as you try to stop a warhead from being let loose. Classy gameplay, tension, excitement and a decent conclusion to an otherwise patchy game.

So for all its faults, *TWINE* is worth playing and finishing. There are guns aplenty, gadgets abound, the film sequences are fun to watch and occasionally you actually get the feeling your reactions are on a par with the super spy himself.

Unfortunately, you're only ever asked to act fast – thinking doesn't come into it. Simplistic level design and mission objectives require none of the subtlety we've come to love in *Syphon Filter* or *Medal Of Honor*.

One thing's certain. That licence to kill sure gets a work-out...

Dan Mayers



Ready, aim... Your enemies die with ghoulish realism – writhing with bullets in their kneecaps or annihilated by a bullet to the brain.



reviews STAR WARS DEMOLITION

Publisher: Activision Developer: Luxoflux Release date: Out now Origin: US Style: Smash 'em up derby Price: \$79.95 (NZ\$99.95)

STAR WARS DEMOLITION reviews



HOT TO... GET KILLED REALLY EASILY

In *Demolition*, it's not just your on-board weapons that can cause damage – the scenery is pretty lethal, too. Here we see the Death Star's giant laser cannon powering up for a shot. Don't be around when it fires.



Remember that bit when Han Solo gets frozen in *The Empire Strikes Back*? You can relive it in *Demolition's* Cloud City level, albeit without suffering carbonite frostbite. Keep your distance from the others.



Finally, beware the phallic threat of the mighty Sarlacc – all waving tentacles and snapping protrusions. Stray too close to the edge of its pit and you will experience a new definition of pain and suffering. At least you'll have Boba Fett for company.



Star Wars Demolition

Let's be honest. For whatever reason, the definitive Star Wars game just hasn't happened yet.

There must be few gamers who found *Jedi Power Battles* a satisfying experience. Then there was *Masters Of Teras Kasi*, with its curious justification for having Princess Leia kicking Darth Vader's grill in. Most *Star Wars* games have hovered around the no-man's land that separates mediocrity from utter crapness. But the great thing about *Demolition* is that it makes no attempt to accurately recreate the *Star Wars* experience.

Coming from Luxoflux, the development team behind the unquestionably splendid *Vigilante 8*, *Demolition* is a game of similar vehicular mayhem, which just happens to be set in the *Star Wars* universe. Focusing on a gladiatorial contest organised by Jabba The Hutt, and set sometime between *The Empire Strikes Back* and *Return Of The Jedi*, it features an eclectic mix of *Star Wars* vehicles (and one giant monster) drawn from all four movies. Fans of the films will find all of them familiar

– Luke Skywalker's Landspeeder, Boba Fett's jetpack, a Snowspeeder, and the chicken-like Scout Walker. Any *Phantom Menace* fans will doubtless appreciate the initially hidden inclusion of Darth Mauls' Speederbike.

The power-up strewn locations are a similarly diverse mix. If the names Yavin, Naboo, Dagobah and Tatooine mean anything to you, chances are you're already foaming at the mouth with excitement.

Not a difficult game to get to grips with, *Star Wars Demolition* dares you to drive around the aforementioned locales, shooting at the other combatants with laser fire and missiles, and, in an inspired, George Lucas-cussing gesture, blowing the heck out of the scenery. There are a couple of additional modes, namely High Stakes Battle, where you get a chance to bet cash on the outcome, and Hunt-A-Droid, where you compete with other combatants to see who can blast the most robots. The two-player mode itself is particularly fun.

It should've been *Vigilante 8* in *Star Wars* pyjamas, but *Demolition* has gone tragically wrong. The battles are simultaneously confusing and dull. It takes so long to kill your opponent – the variation in handling between vehicles is immense, there's no reverse gear, and everyone is shielded to the hilt – that you may find yourself quitting the game before the winners and losers have even been announced.

Then there are the bizarre differences in scale. The vehicles look wholly incompatible, making the races seem flawed. A teeny tiny Boba Fett verses a Rancor monster filling half the screen? It looks and feels messed up.

It's not all bad, however. Visually, it's pretty sharp on the Death Star and Cloud City levels, even if the Tatooine and Hoth arenas are sparse.

So it's full marks to Luxoflux for avoiding the usual epic storylines and stripping *Star Wars* back to basics, but nil points for creating a game that is at once derivative and flawed.

Paul Rose



PlayStation INFORMATION

GRAPHICS	████████████████
GAMEPLAY	████████████████
LIFESPAN	████████████████

VERDICT	Another attempt to recreate the <i>Star Wars</i> magic on PSone fails by the wayside. The battles simply don't work. The Force is most definitely not with this one.
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WHY NOT TRY

Crash Team Racing
Destruction Derby Raw
Vigilante 8

PSM 28 9/10
PSM 36 8/10
PSM 12 9/10

2 player

As good as it gets. The quality of the visuals varies between levels (far left). A game that is initially fun but soon becomes extremely irritating.



Publisher: Ozisoft Developer: Universal Interactive Studios Release date: Out now Origin: US Style: Action adventure Price: \$79.95 (NZ\$99.95)



The backdrops are reasonable but the sprites are ugly. There's no variety, puzzles are non-existent and the traps only pop up randomly. You'll be lucky to get a few hours' worth of entertainment out of this.



The Mummy

A few hours worth of flat, tiresome, button-mashing action featuring no variety or challenge. Dead boring.

Problem 1: this is based on a fun but forgettable, Disneyfied Indiana Jones lark. Problem 2: it's, well, *Tomb Raider With A Bloke* – minus the precision, variety or class.

Hero Rick must awkwardly trot his way through a series of individual missions, collecting segments of a mystic gem, each of which opens the next door. Once all the gems are collected, it's time for the next mission. Obstacles include a variety of unscary monsters (mummies, Pharaohs and rival archaeologists). There isn't any enemy AI to speak of: it's a matter of how many machete swipes/gunshots are needed to kill off the different sprites. Exciting, eh?

Even worse, a return for that most

evil of gaming quirks not seen since, ooh, the mid-'80s: random deaths. There goes Rick, happily shuffling along a seemingly featureless cavern, when the floor suddenly falls away, leaving him gurgling on quicksand and transported back to a previous point in the level (with, sigh, all objects restored and doors closed and locked again). Fiendish traps are fine, with at least some hint of a warning, or a reasonable chance of escape. *The Mummy*'s traps, however, seem to have been added to compensate for lazy design and lack of imagination. In other words, make the levels seem larger and more complex by forcing the player to keep repeating whole sections over and over again. And, since there's no mid-mission save,

you'll soon be intimately acquainted with the tiniest details of those levels. It's like a *Tomb Raider* rip-off as coded by people who have only seen other people play *Tomb Raider*. And weren't really paying too much attention.

The major bleat about Ms Croft's exploits is the sameness of the puzzles. *The Mummy*'s mental challenge is even more remedial. Need a key for that door? Kill every monster in the room and, miraculously, the key appears. Adventure gaming has moved on from such mean-spirited, unrewarding, simplistic drudgery. We want problems to solve, clues to follow... Most of all, we need a little advancement on a badly over-tired formula. This is a big, drunken step backwards.

Andy Lowe

PlayStation INFORMATION



GRAPHICS



GAMEPLAY



LIFESPAN



VERDICT

A poor-quality game with unappealing characters, no new ideas and plenty of age-old problems long since overcome by even the original *Tomb Raider*. Forget it.

WHY NOT TRY

Tomb Raider Chronicles
Metal Gear Solid
Syphon Filter 2

PSM 40 10/10
PSM 32 10/10
PSM 33 9/10

1 player



reviews DANCING STAGE EURO MIX

Publisher: Ozisoft Developer: Konami Release date: Out now Origin: Japan Style: Dancing Price: \$79.95 (NZ\$99.95)



"This is the closest you'll ever get to a pure arcade experience"

PlayStation INFORMATION

GRAPHICS

■■■■■

GAMEPLAY

■■■■■

LIFESPAN

■■■■■

5

VERDICT

A fleetingly amusing dance game. Perfect entertainment if you own the dancemat, invite some mates round and drink several cans of Red Bull.

WHY NOT TRY

Um Jammer Lammy
Bust-A-Groove
Bishi Bashi Special

PSM 25 8/10
PSM 16 8/10
PSM 35 8/10

2 player



Dancing Stage Euro Mix

This is physically exhausting, repetitive, yet exhilarating fun.

Lather than being a cheerful oddity, maybe the inclusion of games with integrated music and gameplay was part of Sony's game-plan from the start. Consider the inclusion of the random-image generator on the demo disc that comes with PSone. The transformation of soundwaves into dynamic, attractive images had never been done so spectacularly to such a large audience before. The initial inclusion of music as a central part of the experience has helped to make PSone the coolest, most widely accepted console in history.

Seen in this light, this European version of the much-respected Japanese arcade dancing game (previously known as *Dance Dance Revolution*) makes a lot of sense. And it turns out to be an exceptionally fun ride. As opposed to, say, *Um Jammer Lammy*, there is no kick beyond the pure experience of interaction. This is simply about dancing.

The cut-down gameplay – inherited from its arcade parent – has one immediate effect: it's pretty much pointless to play without the dancemat peripheral. The beats you have to copy are designed for your feet, rather than the swift and nimble finger. Playing at even the highest level is startlingly easy on the joypad. Don't do it.

In fact, the design of the game is beautifully made for feet. The tracks and moves require you to think ahead. You've got to be keenly aware of where your feet will be at any

particular moment, with extensive training lessons available to guide you through the art of interpreting a dance.

This is ultimately a party game, and apart from *Time Crisis*, is the closest you'll ever get to a pure arcade experience in your home. Music-wise, a bizarre amount of no-name dance tracks, along with a number of karaoke favourites and recent house tracks make up the mix.

But when the music stops and the lights go up *Dancing Stage* is pretty limited. The exercise options – you can calculate the number of calories you've burnt – might help the aerobically minded, but even that will become dull fairly quickly. It's fun, but not for long.

Kieron Gillen



Step on it. In earlier levels the dancemat is clearly displayed, helping you to find your feet. The higher you progress through the game, the less help you get. Pull it out at a social gathering and everyone will want a crack at it.





WCW Backstage Assault

You don't even make it into the ring in this wrestler, but it's still clumsy compared to the *SmackDown* series.

Ehere are an awful lot of wrestling games around and most of them aren't worth shortening your laser's lifespan on. Just look at *WCW Mayhem* (PSM 29, 7/10), for example. There can be few PSone owners who considered it to be anything more than a sideshow to *SmackDown* and now *SmackDown 2*. For the sequel Kodiak has happily gone for a different approach, getting out of the ring and into some hardcore violence.

WCW Backstage Assault deposits some 50 WCW wrestlers – male and female – in a number of lavishly

tooled backstage settings. Warehouses, toilets and locker rooms all feature and the wrestlers can move between rooms, unlocking more as they ascend through the rankings in assorted tournament modes.

As you might expect, *Backstage Assault* is quite different to play compared to other wrestling games. Although the basic action happens much like its predecessor, here you get to use the environment around you in increasingly brutal fashion. Smashing your opponents in the face with sinks, mirrors and concrete slabs is part and parcel of *Backstage Assault*, while tearing a urinal off the wall results in a slippery pool of water. It's then possible to electrocute a downed opponent by sticking a ruptured power cable into the

puddle. Ouch. Additional game modes take this ultra-violence to new levels of absurdity: First Blood awards the first player to burst an opponent's veins, while the Human Torch mode – the winner is the first player to set his opponent on fire – is bound to have the moral majority up in arms.

If all you're looking for is extreme violence, *Backstage Assault* is a riot. But strip away the unique setting and gratuitous drubbings and many of the flaws of the *WCW Mayhem* engine remain. It's faster and less frustrating than its forebear and the wrestlers and their surroundings look lush, but you still feel oddly detached from the action. Next to *SmackDown 2*, there's no contest.

Paul Rose



Against the law?
You'd think so.
Some of the moves in *Backstage Assault* include clubbing your mates over their mulleted heads with chunky bits of wood (left).





Don't be fooled. The graphics look bearable when paused, but not on the move. Two-player mode (far right) offers few thrills and terrible slow-down.



"You can **get**
your bike
around corners
well enough, **but**
leaning the
thing over **is an**
arthritic effort"

PlayStation INFORMATION

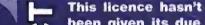
GRAPHICS



GAMEPLAY



LIFESPAN



VERDICT

This licence hasn't been given its due credit. Look at the treatment that F1 games have had over the years and tell us you're happy. Play *Ducati World* instead.

WHY NOT TRY

Ducati World
Moto Racer World Tour
Superbike 2000



PSM 41 8/10
PSM 39 7/10
PSM 34 7/10

Castrol Honda VTR

There's a right way and a wrong way to make motorcycles handle in games – this is the wrong way.

Sometimes you can judge a game by the quality of its intro sequence. *Castrol Honda VTR* is one such game. Normally, you'd expect to see some full-on, as-realistic-as-possible FMV to set the scene – something fast, hard-hitting and intense. But all you get here is motionless pod-people on jelly-baby bikes. The thing that makes it all so silly is that you're expected to take the rubbery little blokes seriously. They don't suggest a quality game ahead and, sure enough, a quality game isn't what you get.

Basing the game around the VTR, Honda's V-Twin superbike, is a great idea and will alone attract the bike enthusiasts among us. But you do

feel a little hard done by, because that's the only bike you get to ride. You get a few meagre mechanical options so you can change how your bike handles, but not by much.

Out on the track, you'll wonder where your money's gone. Not on technical innovation, that's for sure. The graphics are stuttery, glitchy and far too low-res to enjoy. Take your opponents, for example – they appear in the distance as a square mass of pixels. Then, when you've caught up with them they suddenly turn into burly men astride bikes. Nice work, fellas.

The handling is a curious mix of the acceptable and the shambolic. You can get your bike around corners well enough, but leaning the thing over is an arthritic, palsied effort at best.

Gribbles and gripes aside, *Castrol Honda VTR* is playable enough. The difficulty level isn't too high to begin with, but it's pleasantly challenging as you progress, and there are racing line and brake assist options to help you through the trickier parts. Unfortunately, though, you can never get really excited about the game because it's always shoving some glaring flaw straight in your face. A classic example of the cheap-arse approach to games creation – it's a quality licence propped up with an ailing, crumbly game that would've looked average five years ago.

Oh, and VTRs don't hum like a bee in a biscuit tin – a certain person at PSM used to ride one...

Al Bickham



Publisher: Acclaim Developer: Attention To Detail Release date: Out now Origin: US Style: Motorcycle racing Price: \$59.95 (NZ\$79.95)



"The **limb-cracking**, spine-rupturing **crashes will** really make you **wince**"



Get to grips. Experience the thrill of burning through the streets at 300kph on an all-time classic *Ducati Foggy 996* before crashing in stomach-churningly spectacular style...



Ducati World

Terminal velocities and hairy handling make riding these Italian thoroughbreds serious fun.

Motorbike sims haven't sat happily on the PSone. *Castrol Honda VTR* (reviewed opposite) is seriously lacking with its one-model racing and *Moto Racer World Tour* (PSM 39, 7/10) is too bloody hard. *Ducati World* fuses realistic handling with 40 types of bikes and the thrills of lightning-quick arcade action, so here's hoping.

The game is divided into Quick Race and Ducati Life modes, with the latter unashamedly influenced by *Gran Turismo*'s GT mode. While nowhere near as complex because there's only one manufacturer, it adds a welcome extra dimension to the proceedings.

You can purchase new machines from authorised dealers or buy

second-hand from the classified ads in *Ducati Magazine*. Bored with a bike? Sell it, and then pop to the shop to buy a spanking new set of leathers and a groovy helmet.

The races in Quick Race mode unlock the uniquely constructed tracks and Ducati bikes from every decade, which you can then ride in two-player head-to-heads. Machines range from the first model, the 1950s bicycle-with-engine Cucciolo, to the supercharged beast that is the Foggy 996. The tracks come in varying levels of difficulty, so you can charge around at full throttle in Neon City, but try the same in City Heat and you'll plough into a wall.

The limb-cracking, spine-rupturing crashes will really make you wince. You're zooming along faster than a

greyhound on steroids when, oops, you've clipped the crash barrier, spun out of control, smashed into the opposite barrier and found yourself flying 15 metres through the air before landing in a sickening heap. With the slower vintage bikes, crashing becomes mightily irritating because it takes a good while to build up to top speed again, and top speed is where it is at.

As usual, practice is the only solution. Producer Dave Perryman worked on the futuristic *Rollcage* titles, and his influence here is easy to see. Throw in collaboration with the Ducati technical bods for a decent degree of bike handling realism, and *Ducati World* leaves the other PSone bike sims fumbling with their stands.

Nick Ellis

PlayStation INFORMATION



GRAPHICS



GAMEPLAY



LIFESPAN



VERDICT

The right amount of realism, super-quick arcade action and GT-style auto-management have been blended to perfection to push this a cut above other bike sims.

WHY NOT TRY

Moto Racer World Tour
Superbike 2000
Championship Motocross

PSM 39 7/10
PSM 34 7/10
PSM 28 7/10

2 player





reviews CHAMPIONSHIP MOTOCROSS 2001

Publisher: THQ Developer: Funcom Release date: Out now Origin: Europe Style: Motocross racing Price: \$79.95 (NZ\$99.95)



Get dirty. There may be over 20 tracks to choose from, but *Championship Motocross 2001* feels a tad repetitive, thanks to short courses and basic gameplay.



"Its **20-odd courses** are all designed **to highlight** the game's **smooth update**"

Championship Motocross 2001

Featuring Ricky Carmichael

Carmichael isn't going to gain McRae-style recognition, but there's entertainment to be had here.

PlayStation INFORMATION

GRAPHICS	★★★★★
GAMEPLAY	★★★★★
LIFESPAN	★★★★★

6
VERDICT

Instantly gratifying gameplay is balanced by the Career mode, which adds a touch of character to an otherwise playable but pretty shallow arcade racer.

WHY NOT TRY
Moto Racer World Tour
Superbike 2000
Championship Motocross

PSM 39 7/10
PSM 34 7/10
PSM 28 7/10

2 play GP PS

With its many jumps, tight corners and an emphasis on showing off, motocross should be perfect videogame fodder. Granted, Acclaim's clumsy *Jeremy McGrath* series suggests otherwise, but THQ's latest *Ricky Carmichael* vehicle is a massive step in the right direction – although it is still some way from being the definitive article.

Happily, *Championship Motocross 2001* works as an arcade game first and as a motocross simulation second. Its 20-odd courses are all designed to highlight the game's smooth update and breakneck speed, while the control

system is basic, with players merely steering and making the most of high jumps to soar over the expectant crowd. The downside to this light-hearted dabbler's approach is that it makes for a limited game, although *CM 2001*'s enthusiasm and frantic pace just about make it worthwhile.

Fleshing out the skeletal gameplay are a wealth of game modes, some of which are more successful than others. Twenty-nine riders – including the illustrious Ricky – are on offer, while both 125cc and 250cc bikes can compete in real-life tournaments and challenges. There's also a rather ill-thought-out Freestyle mode in which

players pull stunts for what seems like an age. The Career mode is considerably more successful, though.

In a genre where depth is as rare as running out of fuel, Career mode mixes the racing action with opportunities to sign lucrative sponsorship deals, and raking in loads of cash in both prizes and business deals.

This Jekyll-and-Hyde formula pretty much sums up *CM 2001*. The revved-up arcade gameplay is the undoubtedly star of the show, offering challenging courses, but it still suffers from the gripes that have plagued the motocross genre from the start.

Steve Merrett



Freestyle Motocross

McGrath Vs Pastrana

You may not have heard of these two (count 'em) professional riders, but you can still do the stunts.

always be suspicious of a game that begins by offering you an impossible choice. And that is exactly what *McGrath Vs Pastrana* does.

What McGrath vs Pastrana does.

Immediately you'll be faced with the character select screen offering the options of either the annoyingly goateed wide-boy McGrath, apparently "the best Supercross racer of all time", or the puny, cap-wearing adolescent Pastrana, whose place in the game is warranted by his status as a "rookie freestyle phenom". Hmm, looks like a lose-lose situation to us.

If you do manage to get past this, you'll find there's a relatively acceptable game lurking beneath. It takes place in the fast-paced, stunt-based, dirty world of freestyle motocross, though even those who have never experienced its mucky delights will be able to pick up things pretty quickly.

The game can be played either as an out-and-out arcade racer or as a circuit-based *Tony Hawk's* spin-off, where your position is irrelevant as long as you've pulled off tonnes of ridiculously dangerous stunts en route to the end. The truly multi-skilled can even attempt both at once.

Tricks are performed using simple combinations of buttons and there's no great subtlety to them. The racing doesn't worry too much about skill, either. Too often, corners can be taken flat out, and beating the computer-controlled riders depends less on your riding abilities and more on finding the numerous short cuts littering each of the nine courses.

Most short cuts are achieved by jumping improbable distances into hidden areas, a task made easy by the game's crazy-arsed (and vaguely irritating) physics system. Still, *McGra*

Vs Pastrana's main problem is that, even when you're right in the thick of the action or flying screaming over an 18-metre lava-filled pit, it conveys no real sense of speed, and consequently absolutely no adrenalin rush.

This leisurely pace will no doubt appeal to some and there are enough courses, bikes and special events to keep you busy for a while. The card challenges are fun and the split-screen, two-player racing is enjoyable, but there's nothing here to make you leap from your seat in excitement.

And that is what's really wrong with *McGrath Vs Pastrana*. It's passably entertaining and moto fans will enjoy briefly muddying up their knobbies with it, but at heart it's a mediocre offering not fit to suck on the exhaust pipes of Sony's *Moto Racer World Tour* or Acclaim's own *Ducati World*. 

Ste Curran

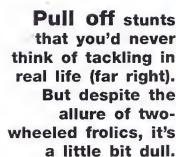
PlayStation INFORMATION

GRAPHICS

GAMEPLAY

LIFESPAN

**"The racing
doesn't worry
too much about
skill, either"**





"Where NBA Live 2001 excels is in recreating the ebb and flow of a game of basketball"



PlayStation INFORMATION

GRAPHICS



GAMEPLAY



LIFESPAN



VERDICT The quality level seems to have evened out a bit. With intuitive controls, flowing play, arcade options and longterm challenges, it caters for all tastes.

WHY NOT TRY
NBA Li+ 2020

NBA Live 2000
NBA Showtime
Total NBA 98



always standing head and shoulders above its competition, EA's *NBA Live* series reaches 2001 with still no sign of anyone else catching up. However, it also shows signs that it's finally stopped growing. In a way, it's a victim of its own success. As other basketball titles are either arcade knockabouts or pale imitations of *NBA Live*, there's no-one else pushing back the boundaries and forcing EA Sports to push itself. So, *NBA Live 2001* is a little short on innovation but remains a comprehensive sports sim.

With a choice of arcade or simulation modes, together with four well-graded skill settings, this really is all things to all people – all people who want to play basketball, that is.



Easily the best basketball game around, *NBA Live 2001* features smooth presentation with a huge range of animated moves. Feel like O'Neal as you make impossible jumps to ram the ball through the hoop (bottom), or make your mate relive his butt getting whipped by watching the replay (below left).



NBA Live 2001

EA has churned out another playable effort with more than enough to satisfy casual basketball fans and ardent admirers.

There's a one-on-one with Michael Jordan at a 'hood hard court and an against-the-clock, three-point shootout for anyone wanting instant thrills. At the other extreme, managerial types can take on the NBA draft and trade players on their roster. Meanwhile, gamers can attack the Challenge mode, in which they can unlock power-ups and graphical treats by scoring 10 assists or 10 steals.

This is all very well – so long as the core gameplay is up to scratch. And for the most part, it is. Fast, accessible and slick, you'll be scoring breathtakingly athletic baskets within minutes. Mind you, so will the opposition: despite a plethora of defensive moves and formations, defence isn't the strongest point of

NBA Live 2001. But, to be fair, that's because it's based on a sport in which players score more often than Rod Stewart at a leggy blondes' convention.

Where *NBA Live 2001* excels is in recreating the ebb and flow of a game of basketball over four quarters. Both you and your opponent will build runs and suffer scoring droughts with results turning on a missed basket here, a sneaky steal there, or a foot out of bounds at the wrong moment.

Regular EA Sports fans won't be surprised to hear that *NBA Live 2001* is no great improvement over its predecessors. But the new animations, transitions and improved sounds on offer here represent an extra layer of icing on an already tasty cake.

Chris Buxton

HOW TO... MAKE THE MOST OF THOSE FANCY TURNS



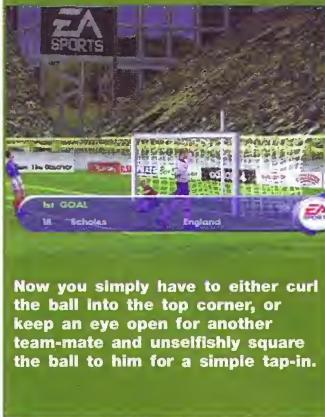
FIFA 2001 makes good use of special skill moves that can unbalance even the most solid of defences. Observe.



Run towards the penalty area, and two or three defenders inevitably start to close in on you. Move your striker in the direction of one of them, keeping the sprint button held down.



As the defender approaches you, tap the L1 or R1 button for either a spin or a flick respectively. The spinning turn is the most effective move as it's harder to block. If it comes off, you'll be one-on-one with the keeper.



Now you simply have to either curl the ball into the top corner, or keep an eye open for another team-mate and unselfishly square the ball to him for a simple tap-in.

FIFA 2001

As *FIFA* hangs up its boots on PSone, EA has attempted to go out on a high with a radically different-looking game.

You could argue that the *FIFA* series gave up the ghost after the *World Cup '98* edition. But this swansong edition changes all that. More impressive than its new kit and boots are its new fluidity and blistering pace.

The most significant change is the default distant view of the action, giving a better overview. The players are now less than half their former size, and their names also now appear as they receive the ball or move into play – which ties in well with the varied commentary from *FIFA* stalwarts John Motson and Mark Lawrenson.

Graphics were never *FIFA*'s problem. The likenesses of Michael Owen and Alan Shearer were a highlight of *FIFA 2000* and emphasised the fact you could lead your favourite team to victory. But by removing them, EA focuses the attention on *FIFA 2001*'s gameplay.

It's still undeniably *FIFA* and simplistic to the extreme, but the light mix of passing, through balls and shots works well with the new perspective. EA has also tightened the player AI – midfielders no longer drift and defenders hold their line – so 2001's new tactical skill and fast-paced action gel into a decent arcade kick-around. Within minutes it becomes second nature to tackle, pass and slot home good shots. What's more, build-up play can be surprisingly intricate and, ignoring the ridiculously easy Amateur level, the opposing teams offer a considerable challenge in the course of a season.

Equally surprising is how well the tiny players move. The shoulder buttons are used for body swerves, flicks and spins, which might seem redundant with such small players, but with the emphasis now firmly on pace and action, these moves are actually more

useful than before; they can genuinely be used to skip through a defence.

And this is the whole point of *FIFA 2001*. By abandoning the fully detailed players, EA has realised *FIFA*'s potential as an arcade game as opposed to a 'true' soccer sim. It certainly isn't as good as *UEFA*, and is nowhere near as comprehensive as *ISS Pro Evolution*, but it's good fun in bursts. The speed and simplistic moves combine well to create an accessible soccer title. It doesn't matter that all passes inevitably reach their target and that tackles are too easily made: it's all part of a game best enjoyed when you don't want to play anything too demanding.

It's ironic that the *FIFA* series comes to an end on PSone just as it finds its feet, but it's better for the series to go out on something of a high, rather than being remembered as an unimaginative kick-about.

Steve Merrett

PlayStation INFORMATION

GRAPHICS



GAMEPLAY



LIFESPAN



VERDICT

FIFA 2001 is reinvigorated by its move away from flashy graphics. It's very shallow, but the arcade style and pace are good fun for a 15-minute kick-about.

WHY NOT TRY

ISS Pro Evolution
Euro 2000
UEFA Champions League 99/00

PSM 32 10/10
PSM 36 8/10
PSM 34 8/10



They may have shrunk but boy, the little fellas are bold. They're pretty nippy on their feet, too – so it's strange they're so hopeless at avoiding tackles.





reviews KNOCKOUT KINGS 2001

Publisher: EA Developer: EA Sports Release date: Out now Origin: US Style: Boxing Price: \$79.95 (NZ\$99.95)

HOW TO... BEAT THAT CHUMP ALI

All is fast with excellent shot selection and punching, so you'll need a fighter with stamina, speed and strong head punches, such as Larry Holmes. Use your jab to drain Ali's strength and also to exploit his relaxed approach to defending his noggin.

Start moving as soon as Ali comes forward and prepares to launch a combination of punches. Push him off early if you can. This will compromise his balance and allow you to continue jabbing.

To finish Ali off, you need to avoid getting too close - he'll just destroy you. Because his hands are so low you can use a powerful uppercut to jolt his chin back, buying you time to land more hits or laying him out flat.



Knockout Kings 2001

Even more realistic and tactical than *Knockout Kings 2000*, *KK2001* is the best boxing simulation around.

Knockout Kings 2001 is the most accurate boxing sim yet. Even more conservative than KK2000, it aims to recreate every aspect of this tactical sport.

The fighters seem gangly, but their height gives them a more realistic range of feints and weaves. Sadly, the collision detection is a fraction off, so often you don't quite achieve contact.

The game engine has altered little since KK2000 - your energy bar is depleted when you're hit, but recovers with defensive work and rest. Punch power is decreased by completely missing your opponent and taking hits. If the bar reaches zero you can't defend yourself, but you can use the ropes to dodge blows.

The haymakers from KK2000 have

gone - part of an attempt to prioritise tactics over strength and speed. Combos are harder to pull off and do less damage than they did in KK2000.

In two-player mode you choose from boxers at three generic weights, including most of the top fighters past and present, with notable exceptions.

EA has improved the Career mode but kept its basic idea of fighting through the ranks to take on Ali and become the champion. Training has been spiced up with the introduction of a sparring partner. You aren't forced to work out, but each successful session gives you 10 points to distribute among your boxer's stats. Training teaches you new moves and improves your boxing, but it is still repetitive.

Career mode has also been spiced

up with the addition of an old school adversary who crops up throughout your career. Also, should you lose to a dodgy decision, the public often demands a rematch so you can exact your revenge. Satisfying.

Win the title and defend it enough times, and you get to fight Ali. Beat him and you retire to the Hall of Fame.

Glitz is added with taunt moves, and each fighter has a signature manoeuvre. The three-round Slugfest mode is an R2R-style concession aimed at those seeking quick thrills.

With neat presentation and passable commentary, KK2001 is detailed and well animated. It provides little in the way of glamour but gives you a serious slice of real boxing action.

Lee Hall

PlayStation INFORMATION

GRAPHICS ████
GAMEPLAY ████
LIFESPAN ████

8 **VERDICT** Even more accurate than its forerunners, KK2001 is not for impatient gamers. Dodge, weave, think and (of course) punch your way to the Hall Of Fame. Simply the best.

WHY NOT TRY
Knockout Kings 2000
Ready 2 Rumble Boxing: Round 2
Victory Boxing Challenger

PSM 30 8/10
PSM 41 7/10
PSM 37 6/10

2 player



Ready 2 Rumble Boxing: Round 2

HOW TO... PUT THE BOSS ON TO THE CANVAS



To win in Arcade mode and open up new characters you have to beat Mr. Boss "Rumbleman". Rumbleman is a big old beast. He is taller, stronger and has a better reach than anyone else. And you can't use a Rumble against him. But despite all that, he's not unbeatable.



Whatever you do, don't taunt him. It makes him angry and you'll find yourself punched into the top row of spectators. Instead take that old boxing maxim to heart: to beat a long reach, get inside. As soon as the first bell sounds, walk straight up to him and start jabbing X.



Keep jabbing. If you get in quick enough you'll get him reeling. Once he's rocking back go at him with big roundhouse punches (↑ and X). Keep doing this until he goes down. Repeat twice more to keep him down.

Celebrity fighters make the cut, but even Wacko Jacko's motion-captured moves don't mask the fact that there's little new here.

The first thing you'll notice about *Round 2* is that there's no big difference from the crazy punches, outlandish combinations, comedy celebrations and taunts of the original. Some new characters and a few subtle gameplay improvements are all you get.

Where *R2R* was all about getting the first big punch in before letting off a volley of unanswered combos, *Round 2* is a little more refined. This isn't because the big punches are any less effective, it's just that now you can see them coming a mile off. Which means you need a good jab to win fights in these stylised surroundings.

There are four game modes on offer (Arcade, Championship, Team Battle and Tournament), which seems a bit stingy in comparison to *WWF*

SmackDown 2. The Arcade mode is standard beat 'em up fare where you beat a series of fighters in one-on-one bouts. Each time you finish the 11-game series you open up a new character, such as the motion-captured Michael Jackson and Shaquille O'Neal.

More involving is Championship mode where you train a boxer from the roster. The Team Battle is more standard arcade fare with you picking a team of fighters to play another team one after the other.

The Tournament mode, however, is pure multiplayer heaven. Up to eight people choose a fighter each and are then put in a randomly drawn knockout tournament. This is top fun. All the title's drawbacks are forgotten, you beat the hell out of your mates, then walk straight into a huge combination

and go down like a dazed donkey who's been munching the wrong weed.

But the flaws remain. The gameplay is too similar to the original game to appeal to old *R2R* hands and the speed and look of the game are dodgy. The characters have too many squared off edges to look like anything more than poor approximations of their PlayStation 2 big brothers. Similarly, the controls are too slow and cumbersome to cope with the arcade fighting.

If a little more attention was given to ironing out the flaws of the original, *R2R2* could have squared up to *Knockout Kings 2001* without fearing for its life.

Richard
Keith



Let's get ready. The Rumble meter now has three levels. If you wait until it is white hot and steaming, someone is going to get hurt (right).



PlayStation INFORMATION

GRAPHICS



GAMEPLAY



LIFESPAN



VERDICT

The gameplay has been improved and it requires a little more skill to flatten your opponents, but *Ready 2 Rumble Boxing: Round 2* is still basically the same as the original.

WHY NOT TRY

Knockout Kings 2001
Ready 2 Rumble Boxing
Victory Boxing Challenger

PSM 41 8/10
PSM 30 7/10
PSM 37 6/10





Publisher: Ozisoft Developer: Eidos Release date: Out now Origin: UK Style: Adventure Price: \$79.95 (NZ\$99.95)



"Not only does the game flow smoothly and move along briskly, but there's plenty of variety, too"



Chicken coup. Smart hens use stealth to outwit the evil Tweedy's dogs. One of the mutts can avoid detection by hiding underneath boxes (left). The environments are well-constructed and offer some neat animation (above).

Chicken Run

Any game with a Fire Chicken button has got to be worth a go.

Games based on films have a reputation for being terrible. *Chicken Run*, however, is that rare bird: a polished, playable and (most important of all) genuinely well-designed game, which manages to pull off the dual achievements of appearing exceptionally well integrated with the movie it's based on, while offering real entertainment in the gameplay department.

The game recreates the look and feel of the movie not just through a scattering of high-quality film clips and still images but, more compellingly, through a general attention to detail almost worthy of the famously painstaking Aardman Animation (*Wallace & Gromit*) team. All the

character models, animations and textures show real class, all the environments are constructed with precision and clarity, and there's a consistently high standard of presentation. No wasted space, no wasted time, just finely-crafted fun.

Fun is, of course, what we're looking for here – and fun is what *Chicken Run* delivers. Not only does the game flow smoothly and move along briskly, full of neat gameplay ideas like the excellent lives system (whereby a crucial object will be taken from your inventory if you're caught), but there's plenty of variety, too.

Most of the action is a kind of *Metal Gear Solid*-style adventure, in which you sneak around the hen encampment avoiding guard dogs and

evil humans, trying to scavenge items for use in madcap escape plans with a mixture of stealthiness, platform agility and puzzle-solving. And even this stimulating model is interspersed with sub-games and a couple of smart boss levels.

The camera is a little restrictive, with a limited field of view; it's sometimes too hard to see what's around you, so you often navigate solely by radar. The lack of a multiplayer mode is disappointing, and the in-game voices are not performed by the actors in the film.

You'll complete it in a few evenings, and even the sub-games won't keep you coming back – but it's highly enjoyable.

Jon Smith

PlayStation INFORMATION

GRAPHICS



Colourful, energetic and well-crafted.

An impressive, true-to-the-film-but-with-a-mind-of-its-own adventure with lots of likeable touches, but a limited lifespan.

VERDICT

Colourful, energetic and well-crafted. An impressive, true-to-the-film-but-with-a-mind-of-its-own adventure with lots of likeable touches, but a limited lifespan.

WHY NOT TRY

Metal Gear Solid
Tomb Raider Chronicles
Syphon Filter 2

PSM 32 10/10
PSM 40 10/10
PSM 33 9/10

1 hr 50 min 16+



Publisher: Sony
Developer: Natsume
Release date: Out now
Origin: Japan
Style: RPG
Players: One
Price: \$79.95 (NZ\$99.95)

Harvest Moon: Back To Nature

Harvest Moon centres on a lost romance. When you were a slip of a lad, you had a vacation from the city to your granddaddy's farm and met a young girl. When you left, you swore that one day you'd come back and find her. Ten years later, your poor granddaddy's farmstead has fallen into disrepair. The council of Mineral Town has given you just three years to revive the ol' homestead to its former glory and thereby claim it as your

own. But as well as the farm, you've got an old romance to rekindle and profits to make, whilst keeping one eye on the weather and the other on the chickens. Overwork yourself and you'll wind up in hospital. Although a mite too repetitive, *Harvest Moon* is more fun than it ought to be. The plot makes a welcome change from the usual dose of sword and sorcery and is worth checking out if you're a die-hard role-player looking for a change of atmosphere. NE

6 VERDICT

A leisurely adventure with a somewhat plot and loads to do. However, the leveling becomes repetitive.



Publisher: Ubi Soft
Developer: Revolution
Release date: Out now
Origin: Europe
Style: Adventure
Players: One
Price: \$79.95 (NZ\$99.95)

The Road To El Dorado

Yep, yet another Disney movie tie-in. It stars Tulio and Miguel, two con artists only interested in making a buck on their never-ending quest for gold and glory. The game is peppered with FMV segments from the film and opens with the two characters setting up the quest for El Dorado, played out in the style of a point-and-click adventure. The dialogue is poor and events are frequently nothing more than laboured set-ups for the duo's

inane double act. In fact, it is often unintentionally funny – the imprecise controls start off as amusing before becoming annoying, and the manner in which the two men shuffle about in tandem is hilarious. *El Dorado* is a simplified version of superior titles such as *Broken Sword* and it looks just as good. But the action is a little too directed and there is not enough thought involved to make this a grown-up adventure, although the friendly puzzling should appeal to kids. LH

5 VERDICT

Excellent graphics, mediocre gameplay. Plot development is predictable, but if action grinds your kids' gold adventures can



Publisher: Ozisoft
Developer: Artificial Mind And Intelligence
Release date: Out now
Origin: US
Style: Adventure
Players: Two
Price: \$79.95 (NZ\$99.95)

Bugs Bunny & Taz: Time Busters

What is it with Bugs and the fourth dimension? Last time we saw him (*Lost In Time*) he was stranded in the space-time continuum collecting clocks. Now he's paired up with Taz and you play both characters as they fly back and forth in time, chomping carrots and gathering gears to repair their time machine (broken by clumsy Daffy). There are four settings to explore and each contain various sub-sections. It's easy to get

disorientated as you meander around the main arenas ever watchful of numerous baddies thwarting your progress. There are also loads of mini-games, each offering the chance to gather more precious gears. Although *Time Busters* is not challenging, it's very playable and amusing. The main downfall is the sloppy Look function, which irritates right from the start as you find yourself struggling to get a decent angle on the action. Overall, a jolly toonful time. NE



7 VERDICT

Racing the characters, both with different but complementary abilities, is a lot of fun and makes the game more interesting.



Publisher: Ubi Soft
Developer: Disney Interactive
Release date: Out now
Origin: US
Style: Platform adventure
Players: One
Price: \$79.95 (NZ\$99.95)

Donald Duck: Quack Attack

for a game that's actually quite fun and simple to pick up, *Donald Duck: Quack Attack* is let down by a near-total lack of innovation. The same old platform principles are married with *Crash Bandicoot*-style directed progression, the landscapes are bog-standard, the baddies are unvaried and, to cap it all off, the whole thing is based on the tired time-travel premise. As you waddle along, 100 stars wins you an extra life. Once you've completed four sub-levels, picking up three teddies on the way, you face an end-of-level boss. Sound familiar? Developer Disney Interactive hasn't bothered to do anything new with the licence. The worlds don't evoke the cartoons, which will dent the game's appeal to Disney fans, and, worse still, full-on gamers will be left cold by the lack of originality. *Quack Attack* is destined to reside in the shadow of games such as *Rayman 2* and *Spyro*, as it's nowhere near as much fun. LH

6 VERDICT

It's easy to play and fun for young gamers, but for anyone familiar with Spyro and the like, it's desperately unoriginal.



Sheep

Sheep plays on your memory and leaves you feeling like you've played this game before – except it was better.

You're the herder-in-chief (one of two humans or two dogs) whose job it is to scamper around behind a bunch of woolly zombies, firmly encouraging them to shuffle from A (nice, peaceful pasture) to B (end-of-level truck). Obstacles include traffic (which squashes), water (which drowns), threshers (which mince), crazy bulls (which stomp), wolves (which eat) and nasty, over-enthusiastic shearing machines (which mutilate).

So far, so *Lemmings*. But instead of assigning special skills to your ovine buddies, you select an overall breed at the beginning of a level. Pastoral sheep stick together, Factorials seem to be easily distracted, Long Wools are (apparently) attracted to noise, and Neogenetics seem to

have a bit more road sense. The idea is to mix and match the four breeds to the four sub-levels of each mission – sadly, by trial and error.

Sheep is a neatly conceived game with plenty of charm, humour and the occasional dinky touch – like sending your herd through a 'disguise machine' which crudely dresses them up in wolves' clothing in order to slink past a guard of snarling dogs – but, sadly, that's about it.

The joy of *Lemmings* lay in the feeling that you were engaged in a battle of brainpower with the devious designers, hastily improvising a way through seemingly impossible levels which, crucially, could be checked over before setting out. *Sheep*'s levels, however, are more random and sprawling – there's no planning ahead

and no real sense of progression. You're dipped in at the deep end, and while the explanatory signposts are welcome, a game this complex really needs to ease you in more gradually.

The key problem is the lack of a level preview. You're often happily herding in roughly the right direction, when a fence, road or wall forces you to retrace your steps. With the time limit so tight, that either means game over or a treacherous rush-job. Some of the later levels are so tricky that you find yourself resorting to carrying the sheep past obstacles one by one, rather than wasting time searching out the preset route. Bad design.

Maybe in tiny doses, puzzle freaks might enjoy the less rigid, more open-ended approach.

Andy Lowe

PlayStation INFORMATION

GRAPHICS	[Solid green squares]
GAMEPLAY	[Solid green squares]
LIFESPAN	[Solid green squares]

VERDICT

This is a brave effort at reinventing a more *Lemmings*-style puzzler, but it is ultimately let down by an Amiga-level look and a poorly designed learning curve.

Wild and woolly. Do we have a rival for *FIFA* and *ISS* on our hands in *Sheep*'s multiplayer mode? Probably not (far left). A competent game but it lacks the addictiveness of *Lemmings* or *Worms*.

PSM 16 7/10
PSM 6 7/10
PSM 24 7/10

WHY NOT TRY

Lemmings
Worms
Bomberman

2 player





Publisher: Ozisoft
Developer: Infogrames
Release date: Out now
Origin: Europe
Style: Kart racing
Players: Two
Price: \$79.95 (NZ\$99.95)

Looney Tunes Racing

Ever since *Speed Freaks*, every man and his dachshund seems to be hoping to cash in by rolling out something cute on four wheels. *Looney Tunes Racing* is no exception. Having shelled out for the cute cartoon licence, Infogrames decided a kart racer was the best way to get a quick return. Sadly, like so many others of its kind, the gameplay takes the obvious road as well. Despite the addition of a few funny weapons, the game is sadly

run-of-the-mill, with all your standard gameplay modes on offer: Championship, Single Race, Challenge and Multiplayer. The only thing that makes this game stand out is that it's incredibly easy. Which brings us to its most gruesome fault. It isn't much fun. The single player modes are mildly satisfying but seem like a barrel of laughs compared to the chore that is the Multiplayer mode. For a kart game, this flaw is suicidal. Play *Speed Freaks* or *Crash Team Racing* instead. CC



VERDICT

A testament to the genius of the original *Speed Freaks*, this game fails to live up to its predecessor's promise.

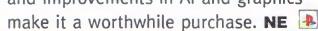


Publisher: EA
Developer: EA
Release date: Out now
Origin: US
Style: Ice hockey
Players: Eight
Price: \$79.95 (NZ\$99.95)

NHL 2001

Hockey 2001 delivers slick graphics, speedy gameplay and the opportunity for a good old scrap. Among the new features for 2001 are the Big Hit and Big Shooter moves. With a swift tap of the ▲ button, the Big Hit enables you to leave the opposition floundering while you whiz off with the puck. The Big Shooter lets you take unfeasible pot shots from behind the blue line. There are 18 international teams, plus all the usual suspects

from the National Hockey League. You can also create your own custom team. You compete in tournaments, playoffs and leagues or enter into Career mode. The permutations and combinations are almost endless, ensuring you won't tire easily, and the commentary provides additional amusement. If you've never owned an ice hockey title, then buy this. If you're already a fan, the new features and improvements in AI and graphics make it a worthwhile purchase. NE



VERDICT

The newest instalment in the series has been performed, but it's still an impressive title and has a few more surprises up its sleeve.



Publisher: Ozisoft
Developer: Avalanche
Release date: Out now
Origin: US
Style: Action adventure
Players: Two
Price: \$79.95 (NZ\$99.95)

Rampage Through Time

For all its classic status in the mid-'80s, there can be few gamers who now regard the *Rampage* series with anything more than apathy, and this latest instalment adds little to the original. In a similar mould to the under-performing *Rampage World Tour*, *Rampage Through Time* has giant monsters smashing their way through historical eras – Wild West, Medieval, World War 2, etc. It sounds like it should be fun,

and for the first couple of minutes it almost is – but then you realise you'll be doing the same thing for the next 60-odd levels and your heart shrivels up and dies. You get 20 or so head-to-head bonus stages, yet even these are pointless. If you don't win the challenge, the game is over. In light of the shallow difficulty curve of the main game, this effectively renders all that smashing of buildings rather pointless. This game truly is a monster. PR



VERDICT

Uninspired and woefully similar to its predecessors, *Rampage Through Time* gives a definite sign that it's past its sell-by date.

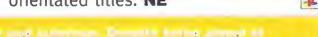


Publisher: Ubi Soft
Developer: NewKidCo
Release date: Out now
Origin: Japan
Style: Puzzle
Players: Two
Price: \$79.95 (NZ\$99.95)

Hello Kitty's Cube Frenzy

His feline is hardly a household name this side of the Pacific, but elsewhere in the world the big-headed kitten is a multimedia kids' star. Guiding the celebrity moggy through dozens of levels, it's your task to gather seemingly random items to get Kitty home. The items are scattered around the arenas and you have to manipulate falling coloured blocks to make bridges and stairways so puss can reach them. Three blighters called

Badtz-Maru, Pandaba and Hanamara try to foil your plans by getting in the way and moving blocks. The challenge lies in having to control both the falling cubes and Kitty at the same time, requiring you to be nimble of finger and sharp of mind. Unfortunately, the lack of variety makes proceedings a bit repetitive. However, the need to combine both intellect and dexterity gives *Cube Frenzy* more depth than many of the more mindless kiddie-oriented titles. NE



VERDICT

Home with colour and cuteness, *Cube Frenzy* aims at younger gamers, it offers quite a challenge for fans of puzzles.





The Grinch

Ihe Grinch will delight you with its styling, technical accomplishment and sheer mischievousness. You are put in charge of Dr Seuss' nastiest, grumpiest, smelliest anti-hero. The story is simple enough. Your mission is to find lost blueprints for gadgets with which to spoil Christmas for the kindly folk of Whoville. There are items to interact with, clues to chase up and opportunities for mischief throughout each level. It's a delightful romp. What

game has ever asked you to paint silly features on posters of the Mayor, fire rotten eggs at little boys and squash their presents by sitting on them? Top stuff. *The Grinch* even has a sidekick, Max The Dog, which you can take control of and access areas too big or hazardous for The Grinch. Add it all up – the intelligent, thoughtful puzzles, amusingly grotty subject matter and the excellent animations and atmosphere – and you have a cracker of a game. **AB**

7 VERDICT

A wholly original game. Granted, it owes a lot to the books and films, but it's still a naughty, sticky, grot-infested treat.

Publisher: Ozisoft
Developer: Universal Interactive Studios
Release date: Out now
Origin: US
Style: Adventure
Players: One
Price: \$79.95 (NZ\$99.95)



Reel Fishing 2

You're lazing by the riverbank, contemplating life in seven-second chunks, when some oaf tempts you with a tasty lobworm and, before you know it you're flapping in a bucket with a hook in your gob. Well, fishing isn't for everyone... So why are there so many rod-and-line replicas? Whatever the reason, *Reel Fishing 2* should satisfy the desire of any would-be Rex Hunt. Entering your lakeside or seaside retreat, you find all the items

required for a season by the water. A notebook and magazine guide you through, and as time slips past you purchase a myriad of rods, tackles and lines best suited for landing the month's prize catch. The gameplay in the original *Reel Fishing* was bland and repetitive, qualities faithfully reproduced in the sequel. However, there's a certain sense of satisfaction to be derived from landing your first 'footer' and then watching it die in the tanks at your boathouse. **NE**

4 VERDICT

Sadly lacking a level with a speedboat and a rocket-powered harpoon, spearing endangered species. So don't bother.

Publisher: Ozisoft
Developer: Universal Interactive Studios
Release date: Out now
Origin: US
Style: Adventure
Players: One
Price: \$79.95 (NZ\$99.95)



Tiger Woods PGA Tour Golf

Tiger Woods may have done wonders for the image of golf, but neither *Tiger Woods '99* nor *2000* did anything for golf games. Ditto *PGA Tour Golf*. You get a sinking feeling the moment you go to the options screen. From then on, it's like every other 'serious' golf game, none of which is a patch on the arcade *Everybody's Golf*. Gameplay involves pressing ▲ to get a peek of the spot you're aiming for, then using a sliding bar to determine

6 VERDICT

As hideous, it offers nothing new game-play-wise. It's too easy to master and nowhere near as much fun as *Everybody's Golf*.

stroke power and accuracy. It boils down to perfecting your timing to hit two points on the bar, plus making minor directional adjustments for wind. The various tour courses include Scottsdale, Poppy Hills and Badlands, re-created with usual EA accuracy, although the backgrounds are pixelated. If the rural vibe of mown fairways and cedar trees isn't your thing, you can wind up the rumbling of freeway traffic and aircraft noise via the Ambience setting. **NE**



Publisher: Sony
Developer: Natsume
Release date: Out now
Origin: Japan
Style: Fishing
Players: One
Price: \$79.95 (NZ\$99.95)



Woody Woodpecker Racing

Whe latest in a plague of karting titles, initially there are a dozen different tracks to race on, with the locations (barnyard, sawmill, junkyard etc) showing some originality. You can drive racing karts, 4x4s, stock cars and jalopies, depending on the course. Each character has a different weapon to swat the others with as they go past – Woody uses his beak – and the weapons you pick up on the track usually involve launching live creatures at your

opponents. Nice. Despite the cute extras, *WWR* just doesn't cut it behind the wheel. Winning races is no more complex than holding down the accelerate button and occasionally dabbing the brake to make a corner. There is little discernible difference in the cars' handling, either. Two-player mode is indescribably dreary. Completing Quest mode and then winning the World Championship unlocks secret tracks and reveals mystery characters. But who cares? **NE**



3 VERDICT

A corny free-toy. Universal's hitless racing bandwagon three years too late with a C-list exec & real pecker of a game.



Publisher: Sony
Developer: 3DO
Release date:
Out now
Origin: US
Style: Action
Players: Two
Price: \$79.95
(NZ\$99.95)

Army Men: Air Attack 2

CArmy Men again. But with a twist. This time, tan army commander Plastro has enlisted the help of air ace Baron von Beige and they're trying to amass a large enough force to wipe out your green garrisons. As flyboy hero Captain William Blade, it's your job to take to the skies and destroy the tans' plastic factories and anything else in sight. The action comes thick and fast and takes place in locations as varied as a Japanese

garden and a Wild West playroom. As you progress through the 22 missions, new 'copters and co-pilots become available, each offering new weapons and tactical considerations. Nil points for originality but the variety of highly manoeuvrable choppers and surreal weaponry appeals for a short while. Having the campaign available in both single and co-op modes adds a welcome extra dimension to the usual head-to-head fracas. Definitely the best of the *Army Men* crop. **NE**

VERDICT

Air Attack 2 is not surprising, but it is varied, colourful and oddly constructed. Almost entirely fun.



Publisher: Sony
Developer: 3DO
Release date:
Out now
Origin: US
Style: Action
Players: Two
Price: \$79.95
(NZ\$99.95)

Army Men: Sarge's Heroes 2

It is a pile of plastic poo. A shame, as the idea is a good one and it could have been the *Micro Machines* of the 3D action adventure world. Instead it's a shoddy looking, poorly playing, badly animated, unengaging load of crap. The Campaign mode sees you ambling around miniature worlds saving your green men and blasting chunks out of the tan army, escaping via a portal. It's dour and jerky, and even the floor-

crawlers it's aimed at are going to be insulted by this lame effort. The more you play, the worse it gets, as the range of weapons proves uninspiring and the small arenas are restrictive. Same for the two-player game. The Deathmatches are played out in such cramped environments that half the time you can't see your man in front of you. Passable link clips, the semblance of a plot and the presence of a couple of ladies in skimpy outfits do little to enhance it. **LH**

VERDICT

Sarge's Heroes 2 didn't break the mould after its first game. If you own that, buying this would qualify you for a refund.

In recent issues

name	issue	score
Action Bass	PSM 40	2
Alien Resurrection	PSM 38	8
Alundra 2	PSM 37	7
Ballistic	PSM 37	8
Chase The Express	PSM 38	7
Crash Bash	PSM 40	8
Danger Girl	PSM 40	6
Dave Mirra Freestyle BMX	PSM 39	8
Digimon World	PSM 40	7
Dino Crisis 2	PSM 39	9
Disney's Aladdin In Nasira's Revenge	PSM 40	6
Disney World Magical Racing Tour	PSM 37	6
Driver 2	PSM 39	10
ECW Anarchy Rulz	PSM 39	6
ESPN Great Outdoors	PSM 40	4
F1 Championship Season 2000	PSM 39	8
Flintstones Bedrock Bowling	PSM 40	1
Football Manager 2001	PSM 39	6
Formula One 2000	PSM 39	9
Front Mission 3	PSM 37	8
Grind Session	PSM 38	8
Incredible Crisis	PSM 40	6
Jungle Book Groove Party	PSM 40	7
Landmaker	PSM 40	9
Madden 2001	PSM 39	9
Medal Of Honor: Underground	PSM 40	9
Mike Tyson Boxing	PSM 40	5
Mr Driller	PSM 39	8
MoHo	PSM 37	8
Monster Rancher	PSM 39	8
Moto Racer World Tour	PSM 39	7
Ms Pac-Man Maze Madness	PSM 40	8
MTV Pure Ride	PSM 40	4
MTV Sports: Skateboarding	PSM 40	5
Muppet Monster Adventure	PSM 39	6
Nightmare Creatures II	PSM 37	7
Parasite Eve II	PSM 38	7
Pop 'N Pop	PSM 37	8
Ray Crisis	PSM 40	7
Rayman 2: The Great Escape	PSM 38	8
RC De Go	PSM 39	4
RC Revenge	PSM 39	5
Silent Bomber	PSM 39	7
Spider-Man	PSM 38	9
Speedball 2100	PSM 39	7
Sno Cross Championship Racing	PSM 38	8
Star Trek: Invasion	PSM 38	9
Spyro: Year Of The Dragon	PSM 40	10
Sydney 2000	PSM 37	8
Team Buddies	PSM 38	8
Tenchi 2: Birth Of The Assassins	PSM 39	7
Terracon	PSM 38	8
This Is Soccer 2	PSM 40	6
TOCA World Touring Cars	PSM 38	9
Tomb Raider Chronicles	PSM 40	10
Tony Hawk's Pro Skater 2	PSM 38	9
Wacky Races	PSM 39	4
Wipeout 3 Special Edition	PSM 37	8
WWF SmackDown 2: Know Your Role	PSM 40	8
X-Men: Mutant Academy	PSM 38	5
Yeh Yeh Tennis	PSM 39	6





top 40 games

Tony Hawk's holds the number one position again this month, with mate Dave Mirra joining him in third position. TOCA slipped two spots.

POS	NAME	DEVELOPER	DISTRIBUTOR
1	Tony Hawk's Pro Skater 2	Neversoft	Activision
2	Driver 2	Reflections	Ozisoft
3	Dave Mirra Freestyle BMX	Z-Axis	Acclaim
4	Spyro: Year Of The Dragon	Insomniac Games	Sony
5	TOCA World Touring Cars	Codemasters	Ozisoft
6	FIFA 2001	EA Sports	EA
7	The World Is Not Enough	Black Ops	EA
8	Sydney 2000	Attention To Detail	Ozisoft
9	Rayman 2	Ubi Soft	Ubi Soft
10	Spider-Man	Neversoft	Activision
11	Muppet Monster Adventure	Traveller's Tales	Sony
12	WWF SmackDown	Yukes	THQ
13	Cricket 2000	EA Sports	EA
14	Croc 2	Argonaut Games	Fox Interactive
15	Muppet RaceMania	Traveller's Tales	Sony
16	Tomorrow Never Dies	Black Ops	EA
17	Championship Bass	Pai	EA
18	Crash Team Racing	Naughty Dog	Sony
19	Syphon Filter 2	989 Studios	Sony
20	Metal Gear Solid (Platinum)	Konami	Ozisoft
21	Moto Racer World Tour	Sony	Sony
22	NBA Live 2001	EA Sports	EA
23	Formula One 2000	Studio 33	Sony
24	Colin McRae Rally 2.0	Codemasters	Ozisoft
25	Moto Racer	Delphine	Sony
26	Tenchu 2	Acquire	Activision
27	Chase The Express	Sugar & Rockets	Sony
28	MedEvil 2	Sony Interactive	Sony
29	Need For Speed: Porshe 2000	EA Sports	EA
30	Monster Rancher	Tecmo	Sony
31	The Little Mermaid 2	Disney	Sony
32	Jungle Book Groove Party	Disney	Sony
33	Pac-Man's World	Namco	Sony
34	Gerry Lopez Surf Riders	Sunsoft	Ubi Soft
35	Tomb Raider: The Last Revelation	Eidos	Ozisoft
36	Madden NFL 2001	EA Sports	EA
37	Driver (Platinum)	Reflections	Ozisoft
38	Star Wars: Jedi Power Battles	LucasArts	EA
39	Supercross 2000	EA Sports	EA
40	Parasite Eve II	Squaresoft	Sony

The PSM Top 40 provided by Inform

coming soon >>>

At the time of going to press, this is the definitive list of upcoming releases. However, please bear in mind that making videogames is an extremely volatile process, and release dates are likely to fall down quicker than Anthony Mundine's next opponent. Please phone your local retailer to check the game is in stock before you go shopping.

January			
102 Dalmatians	Eidos	Action adventure	Woody Woodpecker Racing
Aladdin In Nasira's Revenge	Sony/Disney	Platformer	Konami
Army Men: Land, Sea and Air	Sony	Action adventure	Kart racing
Crash Team Racing Platinum	Sony	Kart racer	
Donald Duck: Quack Attack	Ubi Soft	Platformer	
Dragon Seek	Ubi Soft	Platformer	
Elmo's Numbers and Letters	Ubi Soft	Edutainment	
Goofy's Fun House	Jack Of All Games	Kids	
Hello Kitty's Cube Frenzy	Ubi Soft	Puzzler	
Legend Of Dragoon	Sony	RPG	
LMA Manager 2001	Codemasters	Sports management	
Rayman Reading & Counting	Ubi Soft	Edutainment	
Ready 2 Rumble Boxing 2	Midway	Boxing sim	
Road To El Dorado	Ubi Soft	Platformer	
Tom And Jerry House Trap	Ubi Soft	Platformer	
February			
Blue's Clues	Mattel	Edutainment	Asterix Crazy Olympics
Buzz Lightyear Star Command	Activision	Action adventure	Infogrames
Championship Surfer	Mattel	Surfing	Baldur's Gate 4
Digimon	Infogrames	Virtual Pets/RPG	Interplay
Ducati World	Acclaim	Motorbike racing	Batman Over Drive
Final Fantasy IX	Square/Sony	RPG	Fear Effect 2: Retro Helix
HBO Boxing	Acclaim	Boxing	Hidden and Dangerous
Mort The Chicken	Ubi Soft	Platformer	Inspector Gadget
Rock 'Em Sock 'Em Arena	Mattel	Beat 'em up	Kiss Pinball
Ultimate Fighting C'ship	Ubi Soft	Fighting	Lemmings Revolution
			Martian Gothic: Unification
March			
C-12: Final Resistance	Sony	Action adventure	Rainbow Six: Rogue Spear
Duke Nukem: LOTB	Infogrames	Action adventure	VIP
Emperor's New Groove	Sony	Platformer	Wild Thornberries
ESPN Fisherman's Bait 3	Konami	Fishing	World's Scariest Police Chases
Formula One 2001	Sony	F1 racing	UEFA Manager 2001
Freestyle Scooter	Ubi Soft	Scooter racing	
Libero Grande 2	Sony	3D action	
Lion King 2	Activision	Action adventure	
Mat Hoffman's Pro BMX	Activision	BMX	
Panzar Front	Jack Of All Games	Action adventure	
RC Assault With Battery	Mattel	Racing	
Simpson's Wrestling	EA	Cartoon wrestling	
Supercross 2001	EA	Motocross	
The Mummy	Konami	Action adventure	
Toy Story 2 Racer	Activision	Kart racer	
Time Crisis: Project Titan	Namco	Shooter	
Vanishing Point	Acclaim	Racing	

PSM most wanted

These are the games that the PSM team are most excited about...



ISS Pro Evolution 2

The PSM team racked up hundreds of hours of playtime on the first *Evolution* and early signs suggest *Evolution 2* will be the finest soccer game in history.



Duke Nukem: LOTB

Damm, he's looking good! Our man Duke has always been a PSM office favourite and now he's armed with even more ludicrously powerful weapons to save the babes with.



Evil Dead: Hail To The King

Hail to the King Of Gaming, Baby. This conversion of the cult movie has all the gore, witty one-liners and intense action needed to be the final word in survival horror.



Time Crisis: Project Titan

With only 48 hours to rid an entire city of gun-totting thugs it's going to be one hectic blasting session. If this game is even half as much fun as the first it'll be essential gaming!

KICK
ME

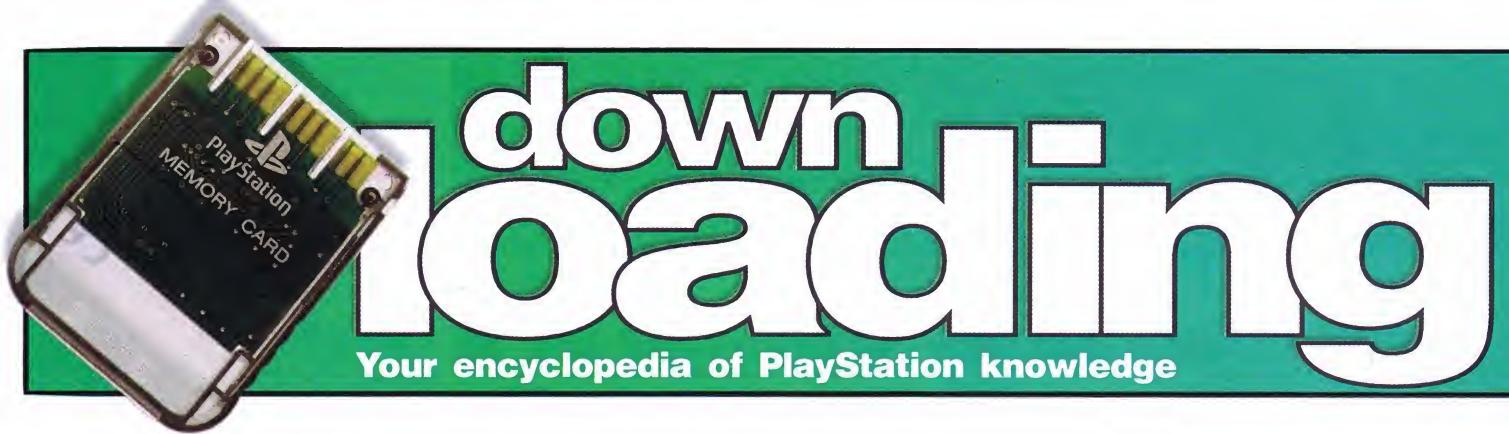
Poor old Crash, everybody's after him. If you play as Crash or even against him, you are in for one hell of a free-for-all. You and three friends must drive tanks, fly saucers and ride polar bears whilst trying to annihilate each other. Fighting, pushing, cheating – whatever it takes – must be used to emerge victorious and be crowned champion. You can even kick.



PlayStation



G SONY COMPUTER ENTERTAINMENT EUROPE "PlayStation" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. © 2000 Sony Computer Entertainment Europe. All rights reserved. Crash Bash TM and ©2000 Universal Interactive Studios. Developed by Eurocom Developments Ltd. Published by Sony Computer Entertainment Europe. WHYBIN LAWRENCE TBWA KSPS5227.



downloading

Your encyclopedia of PlayStation knowledge

A-Z buyer's guide

Genre: ● Shoot 'em up ● Adventure ● Beat 'em up ● First person shooter ● Party puzzle ● Platformer ● Racing ● RPG ● Sport ● Strategy

TOP 5 RACING GAMES



1. Gran Turismo 2

The King Of The Road rules it for a very good reason: it's perfect!



2. Wipeout 3

Blistering speed, hi-tech graphics and cool tunes make this a must.



3. TOCA World Touring Cars

Spectacular crashes and smooth action puts this ahead of the pack.



4. Colin McRae Rally 2.0

If you want to rule the dirt track you won't find a better game!



5. Ridge Racer Type 4

What it lacks in originality it makes up for in slick control.

Game	player	1P	2P	3P	4P	genre	Score	PSM verdict
40 Winks	1	●				●	8	Great to look at, although it still is basic platforming action.
4x4 World Trophy	1-2	●				●	5	Quite average off-road racing.
A Bug's Life	1	●				●	5	Too hard for kids, too dull for adults.
Abe's Oddysee	1	●				●	9	One of the most addictive platformers on PSone.
Abe's Exodus	1	●				●	9	Supersedes <i>Oddysee</i> as the must-have platformer.
Ace Combat 3	1	●				●	8	Decent enough, but don't expect much depth.
Actua Golf 3	1-4	●				●	6	The best of the lot, but standards are now higher.
Actua Ice Hockey 2	1-4	●	●			●	6	Much better than the last one. Not saying much, though.
Actua Soccer 3	1-4	●	●			●	7	Top arcade-style, simplistic football.
Actua Tennis	1-4	●	●			●	6	Not quite an ace.
Adventures Of Alundra	1	●				●	8	Engrossing and enchanting RPG.
AFL '99	1-4	●	●			●	7	A decent AFL game that could've been better.
Akaji The Heartless	1	●				●	7	Atmospheric arcade adventure, but very repetitive.
Alien Resurrection	1	●				●	8	Quake who?
Alien Trilogy	1	●				●	7	Deeply scary space shoot 'em up. Good fun, but old.
All-Star Soccer	1-8	●	●			●	6	Superb comic commentary, but pales against the competition.
All-Star Tennis 2000	1-4	●	●			●	6	Update of dated tennis game. Not too bad.
Alundra 2	1	●				●	7	Good in 2D, crap in 3D. Buy the original!
AK's Smash Court Tennis	1-4	●	●			●	8	The most fun you can have with a Multitap.
Ape Escape	1-2	●				●	9	Our favourite platform game on PSone.
Apocalypse	1	●				●	7	Big on thrills, low on lasting gameplay.
Armormines: Project S.W.A.R.M.	1-4	●	●			●	3	Avoid like a plague of alien insects.
Armoured Core	1-2	●				●	9	Great robot beat 'em up.
Army Men 3D	1-2	●				●	6	Enjoyable, but short-lived plastic warfare.
Army Men: Air Attack	1-2	●				●	5	Check out <i>G-Police 2</i> first.
Army Men: Operation Meltdown	1-2	●				●	3	War has never been so tedious.
Army Men Sarge's Heroes	1-2	●				●	6	Nothing to impress here.
Atari Collection, The	1	●				●	6	Many classics, including <i>Missile Command</i> and <i>Asteroids</i> .
Azure Dreams	1	●				●	4	Weird. Odd. Strange. Bizarre. And quite bad!
Ballistic	1-2	●				●	8	The most addictive and frustrating game ever!
Batman & Robin	1	●				●	5	Cruddy film, cruddy game.
Battle Tanx: Global Assault	1-2	●				●	7	Good fun in the short term.
Beast Wars Transformers	1	●				●	6	Transforming action that's far from easy.
Beatmania	1-2	●				●	7	Arcade-style head-to-head music making.
Bio Freaks	1-2	●				●	7	Mutated, mangled, muddled mayhem.
Bishi Bashi Special	1-2	●		●	●	●	8	The best two-player party game around!
Blast Chamber	1-4	●	●	●		●	7	Clever puzzles with rotating rooms.
Blaster Master Blasting Again	1	●				●	3	Far too repetitive.
Blast Radius	1-2	●	●	●		●	7	An inferior <i>Colony Wars</i> clone.
Blasto	1	●				●	7	Playable, yet simple looking platform shooter.
Bloodlines	1-4	●	●	●		●	8	A good game, that misses out on greatness.
Blood Omen: LOK	1	●				●	9	Be a vampire – top bloody fun!
Bloody Roar 2	1-2	●				●	8	A great improvement and very enjoyable.
Bomberman	1-4	●	●	●		●	7	Too old and dated to be any fun now.
Bomberman Fantasy Race	1-2	●				●	6	Poking yourself in the eye is more entertaining!
Bomberman World	1-5	●	●			●	8	A fun-fuelled party game to blow you away!
Brahma Force	1	●				●	7	Stompingly good mech-warrior action.
Breath Of Fire III	1	●				●	7	Enormous and absorbing, but looks dated.
Broken Sword 2	1	●				●	7	Beautifully intuitive point 'n' clicker.
Brunswick Circuit Pro Bowling 1-2	●			●		●	4	More like a sub-game lacking the main bulk...
Bubsy 3D	1	●				●	7	Passable 3D cartoon romp.
Bugs Bunny: Lost In Time	1	●				●	7	Accomplished fun, but not outstanding.
Bushido Blade	1-2	●			●	●	8	Stylish and brutal sword-fighting.
Bust-A-Groove	1-2	●				●	8	Platform-wearing party gaming!
Bust-A-Move 4	1-2	●				●	8	There isn't anything new here but it's still brilliant platforming fun.
Cardinal Syn	1-2	●				●	8	Great gory action flawed by the control system.
Carmageddon	1-2	●			●	●	7	Okay, but more notable for its media hype.
Carnage Heart	1	●				●	8	Dull robot strategy adventure on the moon.
Castrol Honda Superbike Racing	1-2	●				●	6	Thrill-free motorbiking, steer away from it!
Chase The Express	1	●				●	7	A great game, although sadly lacking originality...
Chessmaster II	1-2	●				●	8	A decent portrayal of the complex strategy game.
Chill	1-2	●				●	6	Uninspired and jerky snowboarding game.
China	1	●				●	2	Poor old-skool gameplay.
Chocobo Racing	1-2	●			●	●	7	Bog standard karting.

For tips and cheats, demo disc instructions and a celebrity interview, flick to the following pages.

82. Powerline Tips 84. Medal Of Honor Tips 88. Driver 2 Playguide 94. Disc Guide 98. Famous Last Words



Tips from Sony's Powerline



Complete guide to Driver 2



How to use the demo disc



PSM tackles Kurt Angle

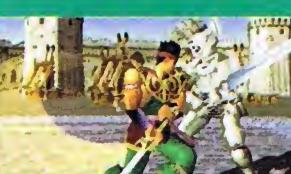
Game	player	1P	2P	3P	4P	genre	Score	PSM verdict
Circuit Breakers	1-4	●	●	●	●	●	7	Great fun, but very limited in areas.
Civilization II	1	●	●	●	●	●	8	Big on challenge, bad on looks.
Colin McRae Rally	1-2	●	●	●	●	●	9	Rallying the way it should be.
Colin McRae Rally 2.0	1-2	●	●	●	●	●	9	The best rally game ever. Even better than the first!
Colony Wars	1	●	●	●	●	●	8	Gorgeous, totally playable space blasting.
Colony Wars: Vengeance	1	●	●	●	●	●	9	Improves greatly on the first. An epic!
Colony Wars: Red Sun	1	●	●	●	●	●	9	The slickest shoot 'em up in the galaxy!
Command & Conquer	1	●	●	●	●	●	6	This PC port is slow and sorely lacking.
C&C: Red Alert	1-2	●	●	●	●	●	8	The last word in real-time wargames.
Constructor	1	●	●	●	●	●	7	Very addictive tongue-in-cheek sim game.
Cool Boarders 4	1-2	●	●	●	●	●	8	Another great addition to the series.
Courier Crisis	1	●	●	●	●	●	6	Bring back the old Paperboy!
Crash Bandicoot	1	●	●	●	●	●	9	Technically brilliant platformer.
Crash Bandicoot 2	1	●	●	●	●	●	9	Crash returns in style.
Crash Bandicoot 3: Warped	1	●	●	●	●	●	9	The best Crash game on PSOne.
Crash Bash	1-4	●	●	●	●	●	8	In the running for best party game on PSOne.
Crash Team Racing	1-4	●	●	●	●	●	9	Great fun – one of the best karting games on the system.
Cricket 2000	1-2	●	●	●	●	●	8	A bit rough around the edges, but quite playable.
Critical Depth	1-2	●	●	●	●	●	6	Above average underwater blaster.
Croc: Legend of the Gobbos	1	●	●	●	●	●	7	It's intellectual theft, but fun nonetheless.
Croc 2	1	●	●	●	●	●	8	Up there with the big boys!
Crusaders of Might & Magic	1	●	●	●	●	●	5	Nice idea but poorly executed.
Danger Girl	1	●	●	●	●	●	6	A title purely relying on boobs and butt.
Dark Forces	1	●	●	●	●	●	8	Slightly disappointing Star Wars conversion.
Darkstalkers 3	1-2	●	●	●	●	●	6	A superb, scary sequel that fails to impress.
Dave Mirra Freestyle BMX	1-2	●	●	●	●	●	8	Tony Hawk's Skateboarding on two wheels.
Dead Or Alive	1-2	●	●	●	●	●	8	Neat fighting game.
Deathtrap Dungeon	1	●	●	●	●	●	6	Usual dungeon adventure.
Demolition Racer	1-2	●	●	●	●	●	7	For those who desire four-wheeled carnage.
Descent 2	1-2	●	●	●	●	●	8	Great for fans of the series.
Destraga	1-2	●	●	●	●	●	4	A very drab and uninspired beat 'em up.
Destruction Derby 2	1	●	●	●	●	●	8	Better than the original, but lacks link-up.
Destruction Derby Raw	1-4	●	●	●	●	●	8	Improves little on its aging predecessor.
Devil Dice	1-5	●	●	●	●	●	8	Devilishly difficult, but fiendishly fun!
Diablo	1-2	●	●	●	●	●	7	Fun, but repetitive arcade role-player.
Die Hard Trilogy	1	●	●	●	●	●	9	Utterly brilliant – three film games in one.
Die Hard Trilogy 2	1	●	●	●	●	●	7	Too little too late, a real disappointment.
Dino Crisis	1	●	●	●	●	●	9	Every ounce the monster it promised to be!
Dino Crisis 2	1	●	●	●	●	●	9	Another brilliant romp, but with more pace.
Discworld II	1	●	●	●	●	●	7	Humorous off-the-wall adventuring...
Discworld Noir	1	●	●	●	●	●	8	A Discworld departure that has some merit.
Disney's Magical Tetris	1-2	●	●	●	●	●	6	A classic redone with Disney flavour.
Disney World Racing Tour	1-2	●	●	●	●	●	6	Great for kids who don't know better...
Diver's Dream	1	●	●	●	●	●	6	Just like Tomb Raider, only underwater!
Dodgem Arena	1-4	●	●	●	●	●	8	Unsuccessful future sports fusion.
Doom	1-2	●	●	●	●	●	8	Top link-up, but now looking dated.
Dragon Valor	1	●	●	●	●	●	7	A sadly wasted opportunity. Should have been big.
Driver	1	●	●	●	●	●	10	Believe the hype, a fantastic game.
Driver 2	1-2	●	●	●	●	●	10	More marvellous motoring mayhem!
Duke Nukem	1	●	●	●	●	●	8	Fantastically playable shoot 'em up.
Duke Nukem: Time To Kill	1-2	●	●	●	●	●	8	Nothing new, but solid.
Dukes Of Hazzard, The	1-2	●	●	●	●	●	5	Terrible, almost unplayable nostalgic racing.
Eagle One: Harrier Attack	1-2	●	●	●	●	●	8	An accomplished aircraft shoot 'em up!
ECW Hardcore Revolution	1-2	●	●	●	●	●	5	Adequate and enjoyable...
Epidemic	1	●	●	●	●	●	5	Slow and boring disease adventure.
Eliminator	1	●	●	●	●	●	5	Should turn its guns upon itself.
Ehrgeiz	1-2	●	●	●	●	●	6	Too shallow to be a fighter or an RPG.
ESPN Great Outdoor Games	1-2	●	●	●	●	●	4	Repetitive fishing action.
Eternal Eyes	1	●	●	●	●	●	5	Lacklustre blend of RPG and Pokémon.
Euro 2000	1-2	●	●	●	●	●	8	It may be official, but it's not the best.
Everybody's Golf 2	1-4	●	●	●	●	●	9	Fun and rewarding, just like real golf!
Evil Zone	1-2	●	●	●	●	●	8	Huge special effects, average gameplay.
Evo's Space Adventure	1	●	●	●	●	●	6	Evo over we go!
Exhumed	1	●	●	●	●	●	8	Compelling Egyptian 3D shoot 'em up.
Explosive Racing	1	●	●	●	●	●	7	Quick and playable racing, but not all new.
Fear Effect	1	●	●	●	●	●	8	Sneaky puzzles and stylish visuals ensure solid thrills.
FIFA 2000	1-8	●	●	●	●	●	7	The legend is sullied by this poor update.
Fighting Force 2	1	●	●	●	●	●	6	Old-skool fighter with limited appeal.
Final Doom	1-2	●	●	●	●	●	9	New levels, but otherwise the same.
Final Fantasy VII	1	●	●	●	●	●	10	The final word in adventure!
Final Fantasy VIII	1	●	●	●	●	●	10	The greatest RPG to grace the PlayStation.
Flintstones Bedrock Bowling	1-4	●	●	●	●	●	1	Er, it's a bowling game.
F1 2000	1-2	●	●	●	●	●	8	For a corking F1 game, look no further.
Formula 1 '97	1-2	●	●	●	●	●	8	Good update stuffed with excitement.

TOP 5 FIGHTING GAMES



1. Tekken 3

Brutal moves and saucy graphics make this the greatest fighter.



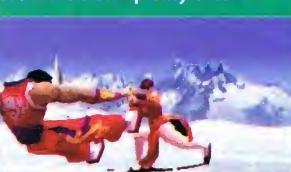
2. Soul Blade

Namco's Tekken-with-swords has some amazing combos.



3. Street Fighter Alpha 3

The classic 2D action has dated but there's still plenty of fun.



4. Dead Or Alive

More famous for its bouncing breast physics than anything else.



5. Bloody Roar 2

Transform into animal form to do some really gruesome damage.

new release

CRASH BASH

The best party game ever. Select your character and battle it out with up to three mates in a variety of mini-games. Laugh as Crash and company desperately try to blow each other up.





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TOP 5 SPORTING GAMES



1. ISS Pro Evolution

Perfection on a soccer field. Years of entertainment packed on a CD.



2. NBA Live 2000

If there's one thing EA knows how to do well it's basketball sims.



3. Tony Hawk's Pro Skater 2

New tricks and custom tracks make it even better than the first.



4. WWF SmackDown 2

Slap and grapple action doesn't get any better than this!



5. Madden 2001

It may not be huge in Oz but there's no denying its quality.

new release

TOMB RAIDER CHRONICLES

You take on four mini-quests in this recent instalment. The levels are varied and concise, and the atmosphere is superb. The textures in the worlds have also been improved, making this the best-looking Lara game yet.



TOMB RAIDER CHRONICLES

Game	player	□	▼	◀	▶	○	△	genre	Score	PSM verdict
F1 Racing Championship	1-2	●							7	It's F1 racing but in the slow lane...
F1 Championship Season 2000	1-2	●							8	An almost carbon copy of the original.
F1 World Grand Prix	1-2	●							5	Poor graphics and gameplay amidst strong competition.
Formula One 2000	1-2	●							9	Introduces little innovation but the original quality remains.
Forsaken	1-2	●							6	Nice graphics engine, adds to this enjoyable futuristic romp.
Front Mission 3	1-2	●							8	Mech warfare – a destructive delight.
Future Cop: LAPD	1-2	●							8	The best isometric blaster we've ever seen!
Gauntlet Legends	1-2	●							6	Time to lay down the <i>Gauntlet</i> games.
G-Darius	1-2	●							7	Hair-raising shoot 'em ups don't get much better.
G-Police 2	1	●							8	Improves on the original in every way...
Galerians	1	●							7	Akira meets <i>Resident Evil</i> and it's explosive!
Gekido	1-2	●							8	Above average scrolling action.
Gex: Deep Cover Gecko	1	●							7	More of the same, and still boring.
Ghost In The Shell	1	●							9	Nice package – good for Mangaphiles!
Ghoul Panic	1-2	●				●			7	Good, light-hearted ghoul-shootin' fun.
Global Domination	1	●							6	Too complicated to be fun.
Glover	1	●							6	Glaring flaws let-down the original ideas.
Grandia	1	●							8	A top-notch RPG, but pig-ugly!
Granstream Saga, The	1	●							7	Absorbing, but a bit on the easy side.
Gran Turismo	1-2	●							10	The best racing game ever made!
Gran Turismo 2	1-2	●							10	Another generation of racing paradise!
Grand Theft Auto 2	1	●							9	A surprisingly playable sequel!
Grind Session	2	●							8	A fine addition to the skateboarding genre.
Guardian's Crusade	1	●							7	Tired and very boring adventure game.
Gungage	1	●							3	Pretty but repetitive old-skool shoot 'em up.
Hard Edge	1	●							5	Provides a few new twists to the genre.
Heart Of Darkness	1	●							8	Very playable, but short-lived platform puzzler.
Hercules	1	●							7	Sweet and innocent, but simple and dull.
Hogs Of War	1-2	●							8	Fantastically good strategy. An absolute must.
Hydro Thunder	1-2	●							7	Average attempt at racing on waves...
Hyper Final Match Tennis	1-4	●	●						4	Utterly pointless tennis sim. There are better.
In Cold Blood	1	●							8	Bond does point-and-click. Smooth.
Independence Day	1-2	●							2	Wretched film-inspired nonsense.
Infestation	1	●							2	Infinite space equals infinite boredom.
International Moto X	1-2	●							6	Moderate motorbike racer.
Int. Track & Field 2	1-4	●	●	●	●				8	Better than the first, with a wider variety of events.
ISS Pro	1-4	●	●	●	●				9	Sharp, tight and accomplished soccer sim.
ISS Pro '98	1-4	●	●	●	●				9	Nearly as good as the N64 version. Brilliant!
ISS Pro Evolution	1-4	●	●	●	●				10	Quite simply the greatest soccer game ever made!
Jade Cocoon	1	●							6	A simple adventure game.
Jackie Chan Stuntmaster	1	●							6	Hi-flying hi-jinks with the king of kung fu!
Jedi Power Battles	1-2	●							8	A good romp, if a little shallow.
J. McGrath SuperCross 2000	1-2	●							4	Looks awful and plays worse.
Jet Rider 3	1-2	●							5	Puke-evoking and terribly ugly!
Jimmy White's Cueball 2	1-2	●							6	More like a pub sim than anything else.
Jo Jo's Bizarre Adventure	1-2	●							6	An extremely odd beat 'em up.
Jonah Lomu Rugby	1-4	●	●						8	Accurate and enjoyable rugby sim.
Judge Dredd	1-2	●				●			6	Fantastic licence, disappointing game.
Jumping Flash 2	1	●							6	Better than the first.
Killer Loop	1-2	●				●			5	A poor alternative to <i>Wipeout</i> .
King's Field	1	●							6	Long-lasting RPG with satisfactory graphics.
Kingsley's Adventures	1	●							6	Uneventful kids-oriented platformer.
KKND Krossfire	1-2	●				●	●		9	Hugely enjoyable C&C clone.
Klonoa: Door To Phantomile	1	●							8	Fast and loveable Japanese platformer.
Knockout Kings 2000	1-2	●							8	Better and more accessible than the original.
Koudelka	1	●							5	A promising romp, marred by dull combat.
Kurushi Final	1-2	●							7	Criminally addictive like <i>Tetris</i> , only more clever!
Land Maker	1-2	●							9	Bizarre but enjoyable puzzler.
Legend Of Kartia	1-2	●							6	Too linear, too boring, too Japanese...
Legend Of Legaia	1	●							8	An excellent RPG with innovative combat.
Lego Racers	1-2	●							6	Too hard for kids.
Lemmings	1-2	●							7	Re-released mind-bending puzzler.
Le Mans 24 Hours	1-2	●					●		7	Decent enough endurance racer.
Liberio Grande	1-2	●							7	Interesting soccer sim, but confusing to follow!
Livewire	1-2	●							7	Fast and furious 3D action, but awkward to play.
LMA Manager	1-2	●							9	The best soccer management game ever!
Lost Vikings 2, The	1-2								7	Playable platform strategy, but looks dated.
Lucky Luke	1								7	Decent but oldish kiddie title.
MDK	1	●							9	Brilliantly conceived 3D shooter.
Madden 2001	1-4	●	●						9	Comprehensive playbooks that should satisfy.
Marvel Vs Capcom	1-2	●	●						7	Milking it or loving it? The latter, but only just.
Marvel SH Vs Street Fighter	1-2	●	●						5	Nice looking, but the gameplay runs away from you.
Mechwarrior 2	1	●							9	Top class big robot shoot 'em up!
Medal Of Honor	1-2	●							9	A deeply engrossing <i>GoldenEye</i> clone. Brilliant.
Medal Of Honor: Underground	1-2	●							9	The PlayStation's definitive first-person shooter.
MediEvil	1	●							7	Death has never looked so appealing.
MediEvil 2	1	●							9	A dark and funny platformer.
Mega Man X4	1	●							7	Classic 2D Mega Man action.
Men In Black	1	●							7	Bog standard movie tie-in.
Metal Gear Solid	1	●							10	The best action adventure game ever released!
MGS: Special Missions	1	●							7	The perfect compliment to the greatest game ever!
Micro Machines V3	1-8	●	●						9	Blistering racing game. Fantastic!
Micro Maniacs	1-4	●	●	●					9	Manic fun in multiplayer mode.
Mike Tyson Boxing	1-8	●	●	●					5	Interior to EA's <i>Knockout Kings</i> .
Mighty Hits Special	1-2	●				●	●		6	Worth hiring for a night of fun.
Millennium Soldier Expendable	1-2	●				●	●		6	Explosive shooting action, but very shallow...
Missile Command	1-2	●							4	Old and nasty. Bury it.
Mission: Impossible	1	●							7	Dire graphics mask compelling gameplay.



Game	player	MM	V	F	M	G	genre	Score	PSM verdict
MoHo	1-2	●						8	Freaky but flawed future sports.
Monaco GP	1-4	●						7	A surprisingly accomplished racing game.
Monkey Hero	1	●						8	An above-average <i>Zelda</i> clone.
Monster Trucks	1	●						7	A competent but dull off-roader.
Mortal Kombat 4	1-2	●						6	There are better incarnations out there.
Moto Racer 2	1-2	●						8	A superb sequel offering lots of entertainment.
Motorhead	1-2	●						9	A turbo-charged, albeit short-lived racer.
Motor Toon GP	1-2	●	●					8	Highly playable cartoon racer.
Mr Domino	1	●						7	Original, but lacks a lasting challenge.
MTV Snowboarding	1-2	●	●	●				8	Trick combo heaven, but a tad glitchy.
MTV Sports: Skateboarding	1-2	●	●	●				5	Subordinate to <i>Tony Hawk's</i> in every way.
Muppet RaceMania	1-2	●	●	●				9	Racing so good, it's silly!
Music 2000	1-4	●	●	●				9	Ininitely better than the last - this is perfection!
N.Gen Racing	1-2	●	●	●				8	Slick, but flawed air racing action...
Nanotek Warrior	1	●						7	Tired shoot 'em up set at molecular level.
NBA Jam Extreme	1-2	●						6	Over-exaggerated arcade port-over. Numb.
NBA Live 2000	1-8	●	●	●				9	Jordan gets in on the NBA series at last.
NBA Pro '99	1-8	●	●	●				5	Very similar to the previous <i>Pros</i> .
NBA Showtime	1-4	●	●	●				7	Slightly entertaining and very rough-looking...
Need For Speed 2, The	1-2	●			●			6	Poor quality graphics, but offers lasting entertainment.
Need For Speed 3, The	1-2	●			●			8	Blindingly fast, but without some of the magic.
NFS: Porsche 2000	1-2	●						8	Drives like a dream, looks like a Skoda.
Newman Haas Racing	1-2	●			●			7	Very similar to <i>F1 97</i> , which is better.
NFL Blitz	1-2	●			●			8	A serious <i>Madden</i> contender!
NFL Blitz 2000	1-4	●	●	●	●			9	NFL has never been more fun or accessible.
NFL Game Day	1-2	●						5	American football - who cares?
NFL Xtreme	1-2	●						5	There's nothing xtreme about it.
NHL '99	1-8	●						9	Smooth, hard, fast and very cool.
NHL FaceOff 2000	1-8	●						7	Not good, not good at all...
Nightmare Creatures 2	1	●						7	Highly derivative slash 'em up.
Ninja: Shadow Of Darkness	1	●						6	Looks good, but gets repetitive too soon.
ODT	1	●						6	Masterful, unforgiving mutant mayhem!
Omega Boost	1	●						8	An excellent game, but far too short.
One	1	●						8	One of the most destructive games ever!
Overboard	1-5	●	●	●				8	Fun-fuelled ship combat game.
Pac-Man World	1	●						8	He's Pac, and loving it!
Pandemonium	1	●						8	Enjoyable platform game, but too restrictive.
Panzer General	1-2	●			●			7	Strategy war game for dedicated fans.
Parappa the Rapper	1	●						8	Tap the buttons, sing the rhyme. Brilliant!
Parasite Eve II	1	●			●			7	Blemished, but slick nonetheless.
PGA Tour '98	1-4	●	●					7	Best-looking golf, yet hampered gameplay.
Pitball	1-4	●	●					6	Rough and confusing futuristic sports.
Player Manager 2000	1-2	●			●			9	Not as user-friendly as <i>LMA</i> , but just as rewarding!
Pocket Fighter	1-2	●						8	Rehashed formula, but still immensely satisfying.
PO'd	1	●						5	Scrappy <i>Doom</i> clone, meant to be humourous.
Point Blank 2	1-2	●				●		7	You like <i>Point Blank</i> ? You'll like this!
Pong	1-4	●	●					5	At its core it's still an outdated game.
Pool Hustler	1-2	●						6	Very playable, but not as authentic as <i>Pool Shark</i> .
Pop 'N' Pop	1-2	●						8	A tough and enjoyable puzzler from Taito.
Populous: The Beginning	1	●						7	An excellent game, marred by slowdown.
Porsche Challenge	1-2	●				●		8	Superb looking, technically brilliant but too slow.
Poy Poy 2	1-4	●						7	Been there, done that, but quite likeable.
Premier Manager 2000	1-4	●						6	Not as good as <i>LMA Manager</i> , but worth a look...
Pro 18 World Tour Golf	1-8	●	●					8	Golfing fans should check it out.
Pro Pinball: Timeshock	1-2	●						8	The best pinball game available on PlayStation.
Psychic Force 2	1-2	●						4	Big in bulk, but devoid of any long-term thrills.
Quake II	1-4	●	●			●		10	A truly stunning accomplishment. Amazing!
R-Type Delta	1	●						9	Pure adrenaline-pumping shooting perfection!
Radikal Bikers	1-2	●						5	Provides short-term fun, but little beyond...
Rage Racer	1	●						7	Super-fast, varied, playable racer.
Railroad Tycoon 2	1	●						5	A disappointing PSone conversion.
Rainbow Six	1	●						8	Nice and complex, although could have done with more polish.
Rally Championship	1-2	●						7	Good-looking, but ultimately boring rally game.
Rally Cross	1-4	●	●					8	First class off-road antics best with a mate.
Rally Cross 2	1-2	●						8	A bit of a rough looker, but it plays well enough.
Rally Masters	1-2	●						7	An arcade-style alternative to <i>Colin McRae</i> .
Rampage 2: Universal Tour	1-3	●	●					5	Don't expect the Earth to move...
Rapid Racer	1-2	●						9	Powerful and glossy, but repetitive...
Rascal	1	●						6	Accomplished platformer - good for the kids!
Rayman 2	1	●						8	Triumphant 3D return of our 'armless friend.'
Ray Storm	1-2							8	Overwhelming two-player space shoot 'em up.
RC Stunt Copter	1-2	●						8	A deep game that will appeal to the patient.
Ready 2 Rumble Boxing	1-2	●						7	An amusing boxing sim, check it out...
Rebel Assault 2	1	●						6	<i>Star Wars</i> shoot 'em up. Boring and repetitive.
Reboot	1	●						6	Easy on the eye. Good short-term fun.
Red Alert	1	●						8	The old classic. A bargain bin purchase.
Rescue Shot	1	●				●		7	Bunny-filled gunning mayhem. Go figure!
Resident Evil	1	●						8	Gothic horror adventure - recommended!
Resident Evil: Director's Cut	1	●						8	Not worth getting if you already own the original.
Resident Evil 2	1	●						10	A truly spectacular sequel and utterly terrifying!
Resident Evil 3 Nemesis	1	●						9	Removed as a sequel, but more action-packed.
Resident Evil Survivor	1	●				●		7	Innovative, but cheaply produced and repetitive...
Retro Force	1-2	●						5	Don't even bother. A very poor excuse of a shoot 'em up.
Return Fire	1-2	●						6	Average 3DO split-screen army romp.
Re-Volt	1-2	●						7	Messy and quite unplayable in places.
Ridge Racer	1	●						8	Launch game that's starting to show its age.
Ridge Racer Revolution	1-2	●						8	A better game, with link-up and nicer cars.
Ridge Racer Type 4	1-4	●						9	Frighteningly fast arcade racing game.

TOP 5 MULTIPLAYER GAMES



1. Worms Armageddon

Wage highly explosive war with worms in this hilarious classic.



2. WWF SmackDown 2

Slap and grapple action is also lots of fun with a few mates.



3. International Track & Field 2

Simple button-bashing becomes highly addictive in this game.



4. Anna Kournikova's Smash Court Tennis

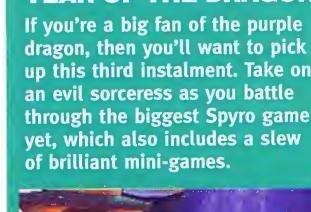
Cute characters mask an enthralling multiplayer classic.



5. Crash Team Racing

Crash imitates *Mario Kart* and creates an amazing kart racer.

new release



SPYRO: YEAR OF THE DRAGON

If you're a big fan of the purple dragon, then you'll want to pick up this third instalment. Take on an evil sorceress as you battle through the biggest *Spyro* game yet, which also includes a slew of brilliant mini-games.





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TOP 5 ADVENTURE GAMES



1. Metal Gear Solid

Tense military action that will put hair on your chest. Essential!



2. Final Fantasy VIII

An epic quest makes for the greatest RPG ever, until *FFIX* that is.



3. Vagrant Story

The people behind the *FF* games give you a more action-based RPG.



4. Resident Evil 3 Nemesis

The latest chapter in the popular horror series doesn't miss a beat.



5. Syphon Filter 2

Gabe gives Solid Snake a decent fight in the adventure game stakes.

new release

MEDAL OF HONOR: UNDERGROUND

A brilliant sequel that builds on the strengths of the original. The evocative atmosphere puts you in the middle of the bloody World War II, as you progress through varied mission objectives in a bid to defeat "zi shermans".



Medal Of Honor: Underground

Game

Game	player	1	2	3	4	5	6	7	8	9	genre	Score	PSM verdict
Riot	1-2	●									●	7	Moribund futuristic sports - like <i>Rollerball</i> .
Rival Schools	1-8	●			●						●	9	Not as fast and as the Japanese version but essential rumbling.
Roadsters	1-2	●		●		●					●	5	Fast, but lacking depth.
Road Rage	1-2	●			●						●	7	Detestable and trashy shoe box sim. Ugh!
Road Rash Jailbreak	1-4		●	●							●	6	Too much racing and not enough biff.
Road Rash 3D	1	●									●	6	Disappointing sequel with no guts.
Robotron X	1-2	●									●	6	Classic, fast gameplay, but we prefer the original.
Rogue Trip	1-2	●			●						●	7	Motoring madness with knobs on.
Rollcage Stage II	1-2	●		●		●					●	9	Good fun, but not a vast step-up from the first.
Ronin Blade	1	●		●		●					●	6	Great hack 'n' slash fun, but very limited.
Rosco McQueen	1	●		●		●					●	8	Play with fire and get this sizzling game!
Rugrats	1	●		●		●					●	7	Made for kids, but it's still average.
Saga Frontier 2	1	●		●		●					●	7	Too dull, even for a role-playing game.
Samurai Showdown	1-2	●									●	5	Should be called <i>Samurai Slowdown</i> .
San Francisco Rush	1-2	●		●	●	●					●	6	Not quite the worst racing game of all time.
S.C.A.R.S.	1-8	●	●	●							●	7	A fine, albeit rough-looking racing game.
Sentinel Returns	1	●				●					●	8	Very repetitive strategy game but rewarding for the patient.
Shadow Madness	1	●		●		●					●	6	Fun but unrewarding adventuring.
Shadow Man	1	●		●		●					●	7	A disappointing conversion.
Shadow Master	1	●		●		●					●	7	Nice try, but lacks variety...
Shane Warne Cricket	1-2	●									●	9	One of the best sports games on the system.
Silent Bomber	1-2	●		●		●					●	7	An all-round explosive package!
Silent Hill	1	●		●		●					●	8	Scary as hell, but rough around the edges.
Sim City 2000	1	●			●						●	8	A fantastic game. Not suited to PlayStation, though.
Skull Monkeys	1	●		●		●					●	6	Pleasurable plasticine playability.
Sled Storm	1-4	●	●	●		●					●	8	Snowboarding with engines... Superb stuff.
Smurfs, The	1	●									●	7	A great game for the younguns.
Soul Blade	1-2	●									●	9	The best weapons-based beat 'em up on PSone.
Soul Reaver: Legacy Of Kain 1	1										●	9	Better and darker than <i>Tomb Raider</i> ...
South Park	1-4	●	●	●		●					●	6	Exceedingly lame and repetitive.
South Park: Chef's Luv Shack	1-4	●									●	7	Full of American-oriented questions straight from the toilet.
South Park Rally	1-2	●			●						●	6	A decent multiplayer bash for <i>South Park</i> fans only.
Soviet Strike	1	●									●	8	Decent helicopter shoot 'em up, with rough looks.
Space Debris	1	●			●						●	6	Frenetic but tiresome 3D shooter...
Space Invaders	1-2	●		●		●					●	5	Addictive for a couple of hours, after that forget it!
Space Hulk	1	●									●	8	Claustrophobic and intense 3DO strategy game.
Space Jam	1-6		●								●	7	Fun cartoon basketball game based on the film.
Spawn: The Eternal	1	●									●	5	Dull and imaginative adventure from hell.
Special Ops: Stealth Patrol	1	●									●	4	Good ideas put together poorly.
Speedball 2100	1-2	●			●						●	7	A hugely disappointing update of a classic.
Speed Freaks	1-4	●	●	●		●					●	8	The greatest karting game ever.
Speedster	1-2	●				●					●	4	Overhead racer with adequate handling, but slow gameplay.
Spice World	1	●									●	6	Total waste of Spice... Cheap, though!
Spider	1	●									●	5	'On rails' arachnid platformer offering short-term thrills.
Spider-Man	1	●			●						●	9	A fine, yet flaky super-heroic experience.
Spyro The Dragon	1	●		●		●					●	8	A polished platformer, but devoid of challenge.
Spyro: Year Of The Dragon	1	●		●		●					●	9	Builds on the original to become a classic!
Star Gladiator	1-2	●									●	7	Competent beat 'em up from Capcom.
Star Ixiom	1	●			●						●	7	A good shooter, but the gameplay is dated.
Star Trek Invasion	1-2	●		●		●					●	9	Engaging from the beginning.
Star Wars: Episode One	1	●			●						●	9	Follow the movie plot and use force abilities.
Star Wars: Jedi Power Battles	1-2	●			●						●	8	A feasible arcade sabre-fest.
Star Wars: Masters of Teras Kasi	1-2	●									●	7	A great licence, but somewhat wasted.
Streak	1-2	●			●	●					●	5	Average hoverboarding game...
Street Fighter Collection	1-2	●									●	8	Good fun for fans of this arcade classic.
Street Fighter Collection 2	1-2	●									●	7	Solid streetfighting history for the fan-boys.
Street Fighter EX Plus	1-2	●			●						●	8	It's absolutely EX-cellent!
Street Fighter Alpha 2	1-2	●									●	7	Seems a bit dated now, but still pretty solid.
Street Fighter Zero 3	1-2	●									●	9	Simple, colourful graphics - total gameplay!
Street Racers	1-8	●	●								●	6	The best <i>Street Fighter</i> game ever released!
Street Skater 2	1-2	●			●						●	8	Childish Mario Kart wannabe.
Strider 2	1-2	●			●						●	8	Mild fun, but it's still no <i>Tony Hawk</i> .
Suiikoden 2	1	●			●						●	6	Very old-skool gaming, but a riot nonetheless.
Superbike 2000	1-2	●		●		●					●	7	Features average RPG elements and not much else.
Super Puzzle Fighter 2	1-2	●									●	7	More like pushbike than superbike...
Supersonic Racers	1-8	●	●								●	6	<i>SF</i> -styled Japanese puzzler.
Swagman	1	●									●	6	Chaotic Wacky Races-style multiplayer romp.
Swing	1-2	●			●						●	6	Proficient cutsey overhead cartoon adventure.
Sydney 2000	1-8	●	●	●		●					●	8	An amazingly technical puzzler to get the neurons firing.
Syndicate Wars	1-4	●	●	●		●					●	8	Standard button-blaster.
Syphon Filter	1	●				●					●	8	We love the smell of napalm in the morning!
Syphon Filter 2	1-2	●			●						●	9	A vast, sprawling adventure that rocks!
Tank Racer	1-2	●			●						●	9	A sequel to surpass all sequels!
Tarzan	1	●			●						●	6	Ignore the ugly face and enjoy its fun-filled soul.
Team Buddies	1-4	●	●	●		●					●	8	Colourful vine-swinging action.
Tekken	1-2	●									●	9	For those who consider themselves obscene.
Tekken 2	1-2	●									●	9	The ultimate 3D beat 'em up in its time - still decent.
Tekken 3	1-2	●			●						●	9	Brilliant 3D beat 'em up - an essential purchase!
Tenchu	1	●			●						●	7	Undoubtedly the greatest beat 'em up around.
Tenchi 2	1	●			●						●	7	Dark and deadly assassination action.
Tennis Arena	1-4	●	●								●	7	Superlative sniping. Lacks originality, though.
Terracron	1	●			●						●	8	Slick, addictive and playable...
Test Drive 5	1-2	●			●	●		●			●	7	An original platformer full of big-headed aliens.
Theme Hospital	1	●			●						●	7	Pipped at the post by the opposition.
Theme Park World	1	●			●	●					●	8	More fun than a hospital ever could ever be!
This Is Soccer 2	1-4	●	●	●		●					●	6	A complex, yet thoroughly rewarding sim.
													Pasted by the opposition.



Game	player	MM	MM	MM	MM	MM	genre	Score	PSM verdict
Thrasher: Skate & Destroy	1-2	●			●			8	Not as good as <i>Tony Hawk</i> , but a decent alternative.
Three Lions Soccer	1-2	●						7	Pretty, but sluggish to play. Not worth the hype.
Tiger Woods 2000	1-4	●	●	●				5	Passable golfing game. Just.
Time Commando	1							8	Restrictive but graphically impressive adventure.
Time Crisis	1	●				●		9	Stupendous lightgun shooting action. A blast.
Tiny Tank	1-2	●		●				6	Comedic death at its very best!
Tobal No. 1	1-2	●						9	Cracking high-res beat 'em up with Quest mode.
TOCA Touring Cars	1-2	●		●	●	●		9	Really fast, really fun, really racing!
TOCA Touring Cars 2	1-2	●		●	●	●		9	Non-stop clutch burning bliss!
TOCA World Touring Cars	1-4	●	●	●	●	●		9	Blissfully combines arcade and simulation fun.
Tokyo Highway Battle	1	●						6	Great concept let-down by low overall speed.
Tombi	1	●						7	Unrewarding, dated platformer/RPG.
Tombi 2	1	●						6	A below par piece of platforming action.
Tomb Raider	1	●						9	Superb <i>Indiana Jones</i> -style 3D adventure.
Tomb Raider II	1	●			●			8	A fine sequel that boasts plenty of action.
Tomb Raider III	1	●			●			9	A decent and enjoyable second sequel.
Tomb Raider: TLR	1	●			●			10	The best of the lot, albeit slightly unoriginal.
Tomb Raider Chronicles	1	●			●			10	Tighter than the last two adventures.
Tommi Mäkinen Rally	1-2	●		●	●	●		8	Another good rally game, but there are better.
Tomorrow Never Dies	1	●		●	●			6	Bond fanatics may enjoy this driving and skiing adventure.
Tony Hawk's Skateboarding	1-2	●		●	●			9	Unbeatable, authentic skating bliss...
Tony Hawk's Pro Skater 2	1-2	●		●	●			9	Finest skater, bar none.
Top Gun	1	●						5	Lack-lustre combat flight sim based on the film.
Toshinden 4	1-2			●	●			3	Four beat 'em ups and a funeral.
Total NBA '98	1-8	●	●	●	●			8	The best of the series!
Toy Story 2	1-2	●						8	Looks good, but is a little frustrating...
Trap Runner	1-2	●		●				7	Okay for a while, but you'll soon get bored.
Trash It	1-4	●	●					6	Average hammer-based puzzle game.
Treasures Of The Deep	1	●		●	●			8	Atmospheric underwater adventure.
Trick 'N' Snowboarder	1-2	●		●	●			7	Capcom's own stab at snowboarding...
Triple Play 2000	1-2	●		●	●			8	The best baseball game ever released on PSOne!
Tunnel B1	1-2	●						7	Glitz graphical showpiece. Short lived.
Twisted Metal 2	1-2	●						9	Remarkably compelling two-player blast-a-thon.
UEFA Champions League 99/00	1-4	●	●	●	●			8	A vast improvement over the original...
UEFA Striker	1-2	●		●	●			7	Simple, arcade-style football - very enjoyable.
Um Jammer Lammy	1-2	●		●	●			8	Addictive and amusing guitar action!
Unholy War (The)	1-2	●		●	●			7	Flawed, but offers pretty exciting two-player combat.
Urban Chaos	1	●		●	●			8	Chaotic from start to finish.
V2000	1	●		●	●			8	Uncompromising thinking man's shoot 'em up.
Vagrant Story	1	●		●	●			9	A glorious RPG with a cinematic plot.
V-Ball Beach Volley Heroes	1-2	●						5	Arcade volleyball sim. Simple but lots of fun.
Vampire Hunter D	1	●		●	●			3	Sucks in every sense of the word.
Vandal Hearts II	1	●		●	●			8	Engrossing and very playable adventure game.
Vib Ribbon	1	●		●	●			7	Truly unique dancing platformer.
Victory Boxing 2	1-2	●						5	Frantic flying fist action in a standard sequel.
Vigilante 8	1-2	●		●	●			9	Big guns, huge explosions, gigantic appeal!
Vigilante 8: Second Offense	1-2	●		●	●			6	More of the same with little improvement.
Virtual Golf	1-4	●						5	Drab golf sim, <i>Actua Golf 2</i> is much better.
Virus	1	●		●	●			5	Dodgy controls and visuals - avoid.
VMX Racing	1-2	●						4	Rough-looking, unplayable racer.
V-Rally	1-2	●		●	●	●		8	Fast and accurate rally sim featuring great split-screen action.
V-Rally 2	1-4	●	●	●	●	●		8	World class action - an absolute must!
Vs	1-2	●						8	Slick, but simplistic street fighting.
Wacky Races	1-2	●		●	●			4	Tacky Races more like. Sheesh.
Warcraft 2	1	●						8	Utterly compelling medieval strategy fest.
Wargames: Defcon 1	1-2	●		●	●			7	Limited tactical warfare sim.
Warzone 2100	1	●		●	●	●		9	Very challenging and very sharp strategy game.
WCW Mayhem	1-4	●	●	●	●			7	It don't look pretty and it ain't as fun as <i>SmackDown</i> .
WCW Nitro	1-2	●						6	Old style wrestling action.
WCW Vs The World	1-2	●						7	Nothing new or exciting here.
WCW Thunder	1-2	●		●	●			5	Room for improvement.
Wild 9	1	●		●	●			7	A decent platformer, but we've seen it all before.
Wild Arms	1	●		●	●			8	Hugely enjoyable RPG offering a serious challenge.
Williams' Arcade's Greatest	1-2	●						6	Decent retro pack featuring <i>Robotron</i> and <i>Defender</i> .
Wing Commander IV	1	●						4	Even more costly, minus originality.
Wipeout	1-2	●		●	●			9	A state-of-the-art pop culture racer.
Wipeout 2097	1-2	●		●	●	●		10	Far better than <i>Wipeout</i> - a stunning game.
Wipeout 3	1-4	●	●	●	●	●		10	Phenomenal futuristic anti-gravity fun.
World C'Ship Snooker	1-2	●		●	●	●		8	A good crack, if you like that sort of thing...
World Cup '98	1-8	●	●	●	●			9	Captures the hype of the event... But it's all over now!
Worms: Armageddon	1-4	●		●	●			8	A brilliant sequel that'll blow you away!
Wu-Tang: Taste The Pain	1-4	●	●	●	●			8	Gang-bangin' four-player brilliance!
WWF Attitude	1-4	●	●	●	●			8	An entertaining and engrossing wrestle-fest.
WWF SmackDown	1-4	●	●	●	●			8	Get angry in the ultimate wrestling game.
WWF SmackDown 2	1-4	●	●	●	●			8	Better than the original, but not a huge difference.
WWF Warzone	1-4	●	●	●	●			7	Again, nothing new, but it's decent enough...
X-Files (The)	1	●		●	●			6	A dated flick-screen concept, but compelling...
X Games Pro Boarders	1-2							8	Good quality snowboarding game.
Xena: Warrior Princess	1	●		●	●			6	A strangely compelling old-skool beat 'em up.
Xenocracy	1	●		●	●			7	Not an epic, but still fun and engrossing.
X-Men: Children Of The Atom	1-2							7	The tight arcade gameplay is lost in this conversion.
X-Men Vs Street Fighter EX	1-2							7	Flashy and vibrant, but the Saturn wins this time!
X-Men Mutant Academy	1-2							5	Utterly formulaic fighting sim.
YoYo's Puzzle Park	1-2	●	●	●	●			7	A worthy platformer from the golden age of 2D!
Z	1-2	●	●	●	●			7	Hard as hell, but intensely rewarding.
Zero Divide	1-2	●	●	●	●			6	One of the first fighting games on the PSOne but it's aged badly.
Zero Divide 2	1-2	●	●	●	●			6	An average mech fighter with nothing original to offer.

TOP 5 SHOOTING GAMES



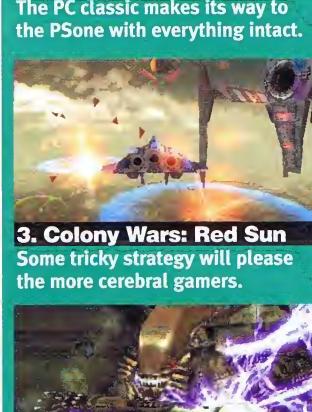
1. Medal Of Honor: Underground

Big weapons, great artificial intelligence and plenty to shoot at.



2. Quake II

The PC classic makes its way to the PSOne with everything intact.



3. Colony Wars: Red Sun

Some tricky strategy will please the more cerebral gamers.



4. Alien Resurrection

Grab that pulse rifle and prepare for the most tense shooter yet.



5. G-Police 2

This highly slick shooter is often overlooked. Check it out.

new release

WWF SMACKDOWN 2: KNOW YOUR ROLE

What was that? You liked the first game? Well, *SmackDown 2* is just as good, and it's here in a big way to satisfy the hordes of wrestling fans with tonnes of characters and game modes, including multiplayer mayhem.



WWF SMACKDOWN 2





POWERLINE tips

PSM and Powerline join forces to bring you the ultimate cheats service direct from Sony itself.

The Official PlayStation Powerline provides gamers with an incredible amount of gaming advice that's only a phone call away. We feature the latest additions to the Powerline each month.

Call **1902 262 662** (Australia only) and, once connected, press **0** to access the main menu (Australia only). The menu options are:

- 1.** Speak to a member of Team PlayStation (9am-8pm EST, seven days a week).
- 2.** 'Cheats Heaven'. Punch in the five-digit code located near the heading of the games featured here.
- 3.** New and upcoming PlayStation games information.
- 4.** PlayStation game of the month.
- 5.** This month's Top 10 titles.
- 6.** Information on PlayStation peripherals.

The Powerline is charged at \$1.50 per minute (NZ\$1.69) – a higher rate applies if calling from mobile or public phones. Callers aged under 18 must obtain a parent's permission before phoning.

The service is available 24 hours a day, 365 days a year and is operated by CT-Solutions in Australia and Syncomm Ltd in New Zealand.

For instructions on how to access the Powerline in New Zealand, please follow the instructions below.

POWERLINE

Australia

In Australia
call 1902 262 662

Press 0
for the main menu

Press 1
to speak to a live member of Team PlayStation

Press 2

for cheats heaven and have your game code handy

Press 3

for new and upcoming games information

Press 4

for PlayStation game of the month

Press 5

for this month's top 10

Press 6

for information on PlayStation peripherals

POWERLINE

New Zealand

In New Zealand
call 0900 97 669

follow the instructions

Press 1

if you are a Power User

Press 2

for instructions on operating the Powerline system

Press 3

to select a game by product code

Press 4

to select a game by name

Press 5

for instructions on how to connect your PlayStation

Press 6

to leave a message

happy gaming...



Army Men: Air Attack

02498

The following passwords activate levels 2 to 16 for the single player mode. From the main menu select the Password option and enter the level password to skip straight to the one you want. We've also included a couple of codes for some secret extras.

Mission 2 – Going Car-razy:

x, ↓, ←, ←, ■, ●, ●, →.

Mission 3 – The Train That Could:

▲, ↑, ←, →, ↓, ▲, ■, ↑.

Mission 4 – Tan Terror-tory:

↓, ↓, ■, ■, ←, →, ●, ✕.

Mission 5 – Bug Bath:

→, →, ✕, ●, ↓, ↑, ↓, ↑.

Mission 6 – Uninvited Guests:

↑, ↑, ←, →, ↓, ↓, ✕, ✕.

Mission 7 – Ants In The Pants:

■, ●, ✕, ■, ▲, ←, ↑, →.

Mission 8 – Saucer Attack:

→, ↓, ←, ↑, ▲, ↓, ↑, ↓.

Mission 9 – The Heat Is On:

●, ●, →, ↑, →, ↑, ✕, ✕.

Mission 10 – The Melting Pot:

✖, ↓, ↓, ↓, ↓, ✕, ←, →.

Mission 11 – River Rapids Riot:

▲, ↑, ●, ↓, ■, ←, ✕, →.

Mission 12 – Night Time Terror:

↑, ↑, ▲, ▲, ←, ←, ●, ●.

Mission 13 – Demolition Time:

←, →, ■, ✕, ↑, ↓, ●, ▲.

Mission 14 – Pick Up The Pieces:

←, ←, ↑, →, →, ↑, ↓, ✕.

Mission 15 – Have An Ice Day:

■, →, ←, ●, ●, ↑, ↓, ■.

Mission 16 – Plastro's Revenge:

↓, ↑, ↓, ↑, ▲, ●, ▲, ●.

Secret Extras

Access secret co-pilots, Bombshell and Sarge:

↑, ↓, ↑, ↓, ↑, ↓, ↑, ↓.

Access secret end movie:

■, ↓, ✕, ↓, →, →, ↑, ↑.

TOCA 2

01542

So you've completed TOCA 2? Now have fun with these codes.



North American – Brands Hatch: Enter MUSCLE to give your car extra power.

S & Cent American – Brasilia: Enter MOON for low gravity.

British – Snetterton: Enter BACKWARDS for all tracks to become mirror-images.

German – A1 Ring: Enter STRETCH for all hills and bumps to double in height.

Mediterranean – Oulton Park: Enter ONE2MANY for a blurred-

motion picture.

Japanese – TI Aida:

Enter SHINY for all cars to become chrome-plated.

Australian – Surfer's

Paradise: Enter NITRO and hit ● during a race for an instant boost.

Pan-American – Mexico City: Enter KABOOM for all rumble strips and kerbs to explode.

Asia-Pacific – Buenos Aires: Enter BRICK for an indestructible car.

World – Road America: Enter DOTTY to make bonus cars tougher to drive.



**TenChu 2**

02452

Use the following stealth cheats to boost your chances of survival and access many hidden treasures.

Recharge health to max: Pause the game, hold **■** and hit **←, →, ↑, ↓**.

Show the entire in-game map: Hold **Select** and press **●** five times.

Unlock all ninja items: Press **■, □, ■, ●, ■, ●, ○, ←, ↑, ↓, →, R1, R2, R2**.

Unlock all the missions in the

Mission

Editor: At the Custom Mission screen hold **R2** and **●** and press **↑, ↓, ←, →, ←, ←**.

Unlock every stage: At the Stage Select screen hold **●, ■** and **Select**, press **→, →, →, ↑, ←, ↓, R2**.

Unlock the hidden character

Tatsumaru: At the Stage Select screen hold **●** and **■**, press **R1, R2, L2, L1, ↑, ↓, ←, →** and **Select**.

Mortal Kombat: Special Forces

02238

To activate the cheats for Midway's series-redefiningly adequate 3D game Mortal Kombat: Special Forces, access the Options menu and from there go to the Game Settings menu. Now press **←, →, L1, L2, R1, R2, ■** and **●**.

If you've done it right, you'll hear a noise, and can now turn the Cheat mode on or off from the Game Settings screen. If you start the game with the Cheat mode activated, you'll have all the weapons with maximum ammunition and reserve

ammunition, two large medical packs and maximum experience, so you can perform all the combination moves.

**WWF SmackDown 2**

03251

Season mode bonuses: Finish a month in season mode to unlock various bonuses.

Tag Team Table match: Win the King of the Ring event on the Hard difficulty setting with either D-Von or Buh Buh Ray.

Hidden Superstars: Play through Season mode to have hidden Superstars at the following special edition matches. Win the match to unlock them. 1) Shawn Michaels – WWF Judgment Day (when he is a guest referee). You also may have to fight him in an Iron Man Match at Judgment Day. 2) Stone Cold – WWF Backlash (when he's a guest referee).

Casket match – opponent in casket: When in a Casket match, press either **●** to Irish Whip or press ***** to beat your opponent into the casket. Once they are in the casket they will

try to grab onto the side. Press ***** to use your normal attack to knock down and close the casket.

Hell in a Cell match – get outside: To get outside you must dive into the side paneling in the centre. To do this, press **■** while running. Once outside, press **R1** to climb to the top. Notice the centre paneling is a different colour once on top. Execute a powerful move on it and they will fall through.

Table match – Piledriver on the table: When in a Table match, press **●** to Irish Whip your opponent onto a table. Then, press **↓ + ●**. You will execute a Piledriver on the table.

Table, Ladders and Chair match: Select a wrestler and go to the King of the Ring event. After a few matches, you will fight in a Table, Ladders and Chair match.

Q&A**Having trouble? Write to PSM****DRIVER 2:**

Q: How do I ditch the cops?

Jonathan Devlin, Vic

A: Weave in and out of the traffic to make life harder for pursuers. Also, drive into oncoming traffic if there are cops on your tail, but if they're in front, stick to the right side of the road.

If staying alive is proving hard, avoid head-ons with other vehicles. And switch vehicles at half-damage to avoid being totally trashed.

PARASITE EVE II

Q: Tell me all about Eve – she's a killer!

T. Lwyn, NSW

A: To dispose of the bosses, aim grenades at the lower body, lowering their turning speed. The killer chest blast is also avoidable. Stand in the centre of a sloping gangway and when the chest opens, launch a grenade before running to the bottom of the slope. After the blast, go back to the centre and repeat. Eve now attacks from below. Cast Antibody and keep running to avoid her charges. Cast Metabolism before spheres hit, fire grenades when she casts a spell (screen wobbles), and dodge the shadow demon while attacking the real Eve. You'll need a lot of ammo!

NIGHTMARE CREATURES 2

Q: How do I fight off all the monsters?

Matt Groves, Vic

A: Always try to block the monsters' attacks. When one of Crowley's minions lunges, use the block button. When it backs off, pile in with your trusty hatchet and lop those limbs. And here are some other cool codes...

Cheat menu: Pause the game and enter **R2, L1, ■, ●, Select**.

Full power-ups: **L1, R1, Select**.

Display enemy life bar: **L2, R2, ■, Select**.

One-hit kill: **L1, L2, R1, ■, Select**.

Level select: **L1, R2, ●, ■**.

Unlimited continues: **L1, R2, R1, Select**.

FINAL FANTASY VIII

Q: Ultimcia – invincible or what?

Kylie Lukacs, SA

A: The quartet of bosses that make up the final challenge in FFVIII can be exceptionally tough. The four guises of Ultimcia combined have over 500,000 HP for you to plough through. So here's a strategy to get you to the final FMV sequence.

You'll need three characters of at least level 100, each with 9999 HP. Bear in mind that Ultimcia lifts her choice of three characters for the battle: make sure one of them is Squall or you're stuffed before you start. Adjust Squall's strength to 255 and use Haste junctioned to Speed. Have all the other characters equip item commands and, at the start of the battle, get one of them to cast Aura on Squall and use the other to keep casting Megalixirs each round. Then hammer away with Renzokuken. Don't panic when some of your fighters get whacked early on – you'll be left with the fittest characters at the end of the scrap.

A word of caution: in each round, wait until the witch unleashes Hell Judgement before letting loose the Megalixir, so as to get maximum benefit from the potion. Follow these rules and Ultimcia will be dead in ooh, about half an hour...

Write to Q&A, Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028 or to playstation@acp.com.au. PSM cannot give cheats over the phone or reply to individual queries.





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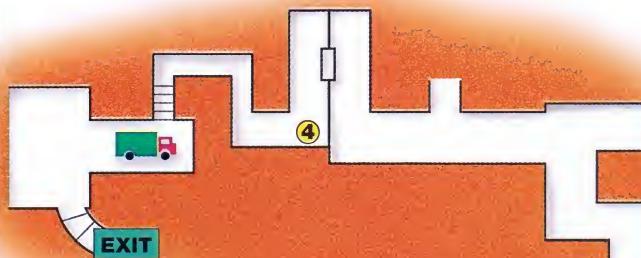
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Ack-Ack Gun
Plane
Pass
Cypher Book
Bomb
Disguise
Shipping Records
Photographer
Dossier
Panzerfaust
Tank
Brother
Evidence
Press
Machine-gun
Papers
Entrance
First Aid Kit
Truck

Medal Of Honor: Underground Part 1

Troubled by pesky Nazis? So was most of Europe. Sadly, they didn't have these in-depth combat tips in 1939.

LEVEL 1: MIDNIGHT RENDEZVOUS



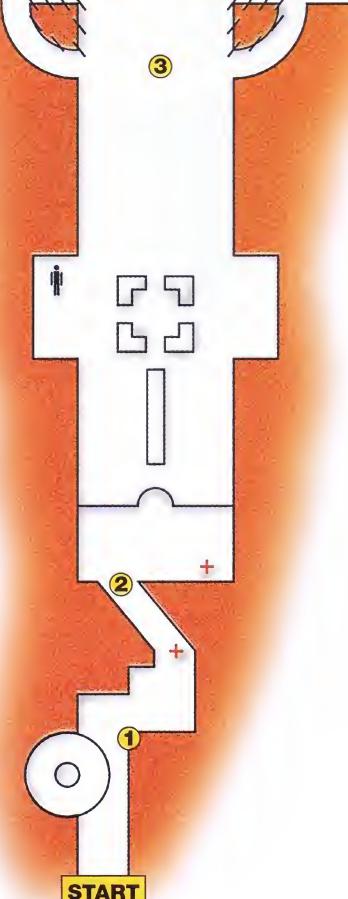
Objectives:

- Find Your Brother
- Open Garage Door

From the start (**1**) target your sights at the walking soldier and drop him with a head shot. Wait for his two comrades to come and investigate before killing them in the same fashion. A guard is behind the wall, just before the arch leading out to the open area. From the left side of the alley (**2**) creep forward and shoot him before he can see you.

After neutralising the guards, walk ahead and to the left to meet your brother, then run forward with him, killing the two guards (**3**). Now run right and eliminate the next pair, one in front and one behind, before he arrives.

When your bro reaches the door and begins to pick the lock, hold off the guards. Now stay behind him to cover his back as you rush to the second door (**4**), because guards pop up in hot pursuit. When he scrambles into the vehicle, open the gate with the button to the right. Whatever happens, as he drives out the truck explodes. Swear revenge, and escape through the tunnel on the left.





LEVEL 2: AMONG THE DEAD

Objectives:

- Seal Catacomb Entrances
- Find Forged Papers

There's a guard hiding on the right in the long corridor with skulls and bones along either side (1). Step to the left and pop a bullet in his head before he has a chance to see you.

Just around the corner is a right turn – follow it around to a circular chamber where a guard is taking a nap. Riddle him with bullets, then pinch the ammo and health supplies.

Kill the pistol-wielding Nazi and head up the slope to one of the catacomb entrances. A guard attempts to ambush you, so educate him in pain. Now plant the bomb and run.

There's a first aid kit to the left of the junction ahead, so grab it if you need it, then take the next right turn and peg it to the ladder. Climb up and crawl through the hole (2) to find the forged papers.

A Gestapo officer is perched on the ledge above, so shoot him as he leaps down, then climb the ladder and plant more explosives.

In the chamber with the barrels (3), take out the guards and retrieve the first aid kit in the corner. Get ready for more soldiers hiding behind the columns ahead.

Go up the stairs and pick up the health pack to the right of the junction, then hang a left to find the final entrance.

The large tomb (4) is a trap. No matter how many soldiers you kill, more dash in from above to keep you pinned down. Rush into the tomb, gun down a few to clear the way, then race forward and climb the two ladders. Once in the graveyard, follow the path to the right and hop inside the hearse to finish the level.



LEVEL 3: WITHOUT A TRACE

Objectives:

- Destroy Distribution Evidence
- Check Distribution Trucks
- Hide Printing Press
- Find Hidden Machine-guns

Two guards lurk in the church, but they're easy kills. There are a handful more between here and the supply room.

Kick open the door right of the sandbag barricade (1) and shoot the soldiers in the room. There's ammo and health inside the crates, but more importantly there's a bundle of distribution papers in the corner which must be destroyed.

Just ahead is one of the distribution trucks, but before you can reach it the Nazis discover its real use. Run into the house opposite the truck on the left and shoot the guy in the bedroom. Flip open the crate and use the machine-gun to destroy the truck and the few soldiers surrounding it.

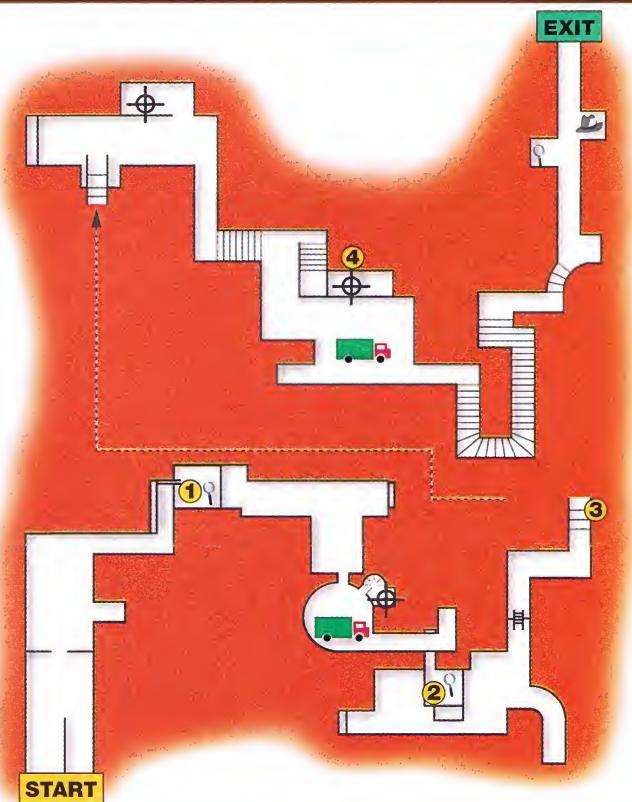
There's more evidence inside the fenced-off garden (2) of one of

the houses. Go left from the truck you shot up, and destroy it. There's a medikit there, too.

Descend the ladder to enter the small underground tunnel (3). It's packed with weapons and health. As you climb back up, spin left and shoot the commando, then the one or two soldiers to the right. The machine-gun is inside the crate – break it open and blast away at the troops who spring from nowhere.

Go behind the wall at the bottom of the steps (4), then up the staircase to another gun bay. Blast the truck and the troops.

Conveniently, the final piece of Evidence is in a room to your left just before the exit, with the printing press to your right. Zap the evidence, then pull the rope to hide the press. Now stroll out.



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LEVEL 4: TREAD CAREFULLY

Objectives:

- Find A Panzerfaust
- Stop The Tanks

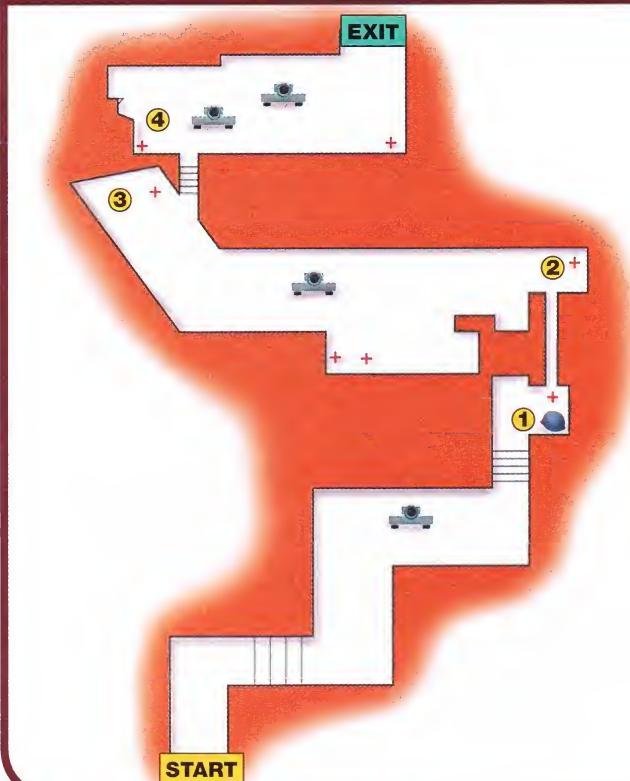
There's a boozed-up commando leaning against the wall around the corner – he hardly notices you, so take your time and aim for his head. Take down his two buddies and make a daring run past the tank and up the steps to a small room (1) on the right. Kill the soldier guarding the arsenal that contains the Panzerfaust, then use the machine-gun to fend off the other enemies. Go down the steps and fire the rocket launcher – two missiles aimed at the turret should destroy the tank.

At the top of the steps to the left are soldiers, backed up by a tank. Fortunately, there's a machine-gun (2) to your right. Employ the

weapon's trademark rapid fire gainfully to liquidate as many Nazis as you can before the tank arrives, then blow it to bits. If you're hit, there's a first aid kit behind you.

In the dead end before you go up the alley on the right, shoot the barrels (3) to make them explode and disgorge some hidden pick-ups.

There's a gun emplacement at the end of the alleyway (4) which can be used against both of the tanks, as well as the soldiers who are flapping about like stunned mullets. Ignore the troops as much as possible and go for the tanks. Aim for the turrets of each in turn and don't stop firing until they're completely destroyed.



LEVEL 5: CASABLANCA

Objectives:

- Escape Hotel
- Find Logistics Officer Dossier
- Find Location Of Supply Depot
- Leave City By Truck

You start off in your hotel room with your cover about to be blown. If you've been playing on the harder difficulty levels, you may want to make good use of the two medikits on the dresser in the corner.

Shoot the guard outside your room and run downstairs into the left corner. Kill the guy standing on the other side of the window then spin round to shoot the soldiers charging towards you.

As you peg it for the exit, find the small room on the corner of a left turn (1) and grab the supplies you find inside. Leave the hotel and begin to walk down the sloping road. A Nazi opens fire from a house on the left. Kill him and explore his sniper's nest (2) to find the dossier.

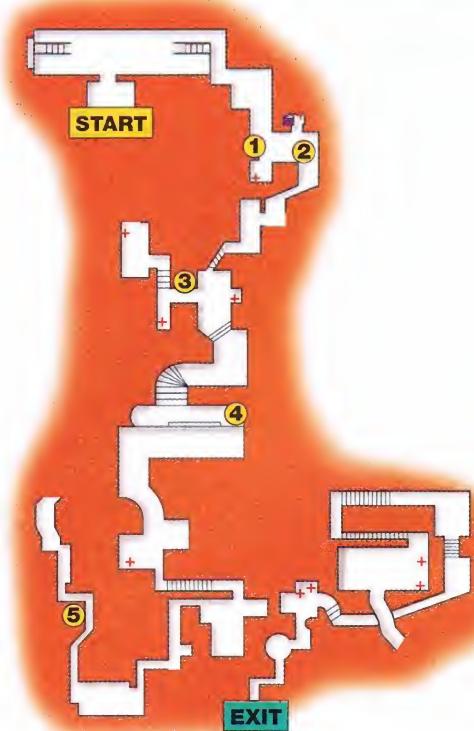
Rather than going underneath

the house through the alleyway, take the right turn before you get there (3) and creep forward until you see the guard in the corner. Shoot the pot above his head to knock him out. The noise attracts a nearby soldier, but he's an easy kill. Blow up the rest of the pottery to uncover more provisions.

Push open the gate (4). If you're hurt in this fight, there's a medikit on the right, by the steps.

There are lots of guards on the way to the bridge (5). Go slowly and surprise each with a bullet. Watch out for reserves.

Cross the bridge. There are a couple of medikits about. Go down and underneath the bridge to reach the final stretch. It's filled with guards, but take your time and you'll soon reach the truck.



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LEVEL 6: LIGHTING THE TORCH

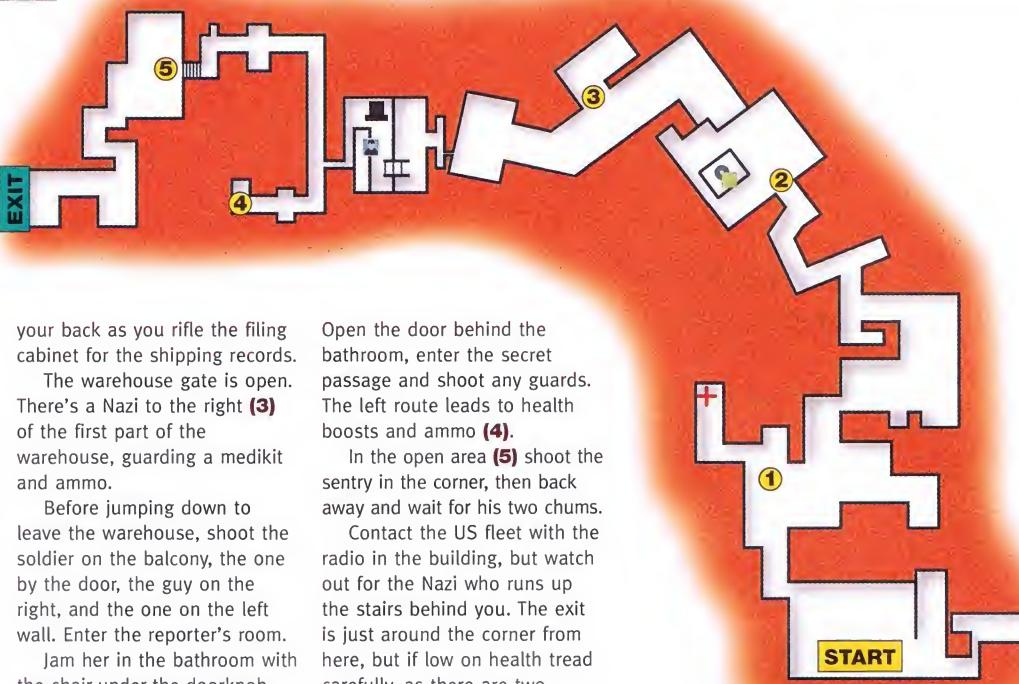
Objectives:

- Find Shipping Records
- Find Disguise
- Radio American Fleet
- Trap Photographer

Hop out of the truck and shoot the guard on the left. Search between the crates for ammo and go to the second truck, picking off the guards. Smash open the small box (1) and crawl through the gap behind for a stash of items. Kill the soldier above.

Remember with the next couple of trucks that the soldiers cover each other, so be ready to fight reserves.

Don't rush into the large open area with the hut (2), as there are guards everywhere. If you're quick, you can kill the one high on the left wall; if not, just go for his pal on the ground. Retreat, and shoot the rest as they come at you. Open the door to the hut, shoot the lieutenant inside, then watch



your back as you rifle the filing cabinet for the shipping records.

The warehouse gate is open. There's a Nazi to the right (3) of the first part of the warehouse, guarding a medikit and ammo.

Before jumping down to leave the warehouse, shoot the soldier on the balcony, the one by the door, the guy on the right, and the one on the left wall. Enter the reporter's room.

Jam her in the bathroom with the chair-under-the-doorknob ploy, then steal her ID.

Open the door behind the bathroom, enter the secret passage and shoot any guards. The left route leads to health boosts and ammo (4).

In the open area (5) shoot the sentry in the corner, then back away and wait for his two chums.

Contact the US fleet with the radio in the building, but watch out for the Nazi who runs up the stairs behind you. The exit is just around the corner from here, but if low on health tread carefully, as there are two soldiers behind the door.

LEVEL 7: BURNING SANDS

Objectives:

- Get Access To Armoury
- Find Incendiary Bombs
- Destroy Four Fuel Tanks
- Photograph Cipher Book

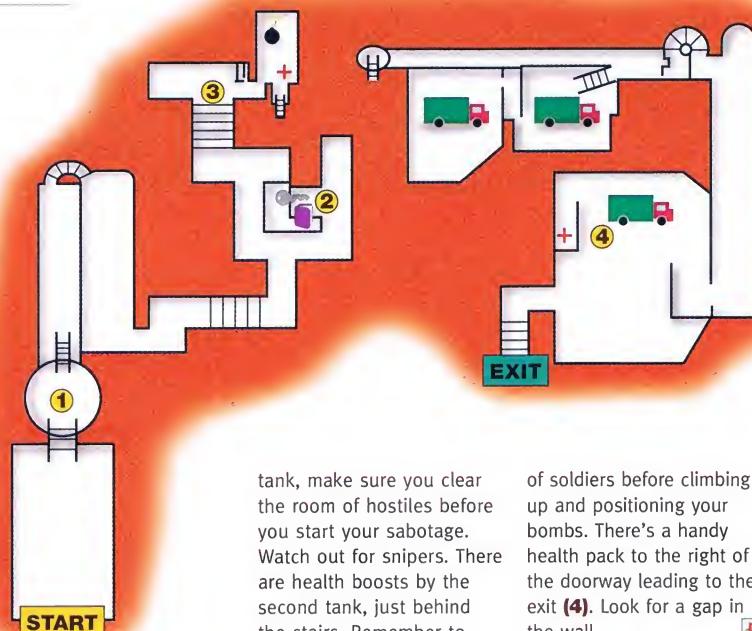
It's (just) possible to complete this level all guns blazing, but it's much easier if you use your photographer disguise until your cover is blown. Climb the ladder and if the sentry asks for your papers tap \times to show them, then take a picture. (If you're successful, he strikes a pose, so wait until he's ready.) From here jump over the barbed wire (1) and down in front of the guarded doorway. Flash your credentials and the guard moves aside.

At the junction go right. Ignore the surly doorman, open the left-hand door and show your papers to the officer. Take the Armoury Pass (2) and snap the Code Book. Flash your pass at the

guard, but ignore the stairs. Return to the junction and turn left.

Eventually you find the storage room (3), guarded by a soldier. Show him your papers, then quickly kill him and shoot the lock off the door. This trips the alarms, but has to be done, so back up against the wall and stand ready for the guards to pile in. Once the area's cleared, grab the bombs and climb the nearby ladder. Once past, it's time to ditch the sneakery. Whip off your photographer disguise kit and load up your guns.

You're an easy target when planting your bombs,



so when you come to open areas like the one containing the first fuel

tank, make sure you clear the room of hostiles before you start your sabotage. Watch out for snipers. There are health boosts by the second tank, just behind the stairs. Remember to pick these up before you set the charges.

For the final two fuel tanks, clear the whole area

of soldiers before climbing up and positioning your bombs. There's a handy health pack to the right of the doorway leading to the exit (4). Look for a gap in the wall.

Don't miss Part II of our Medal Of Honor: Underground guide next issue.



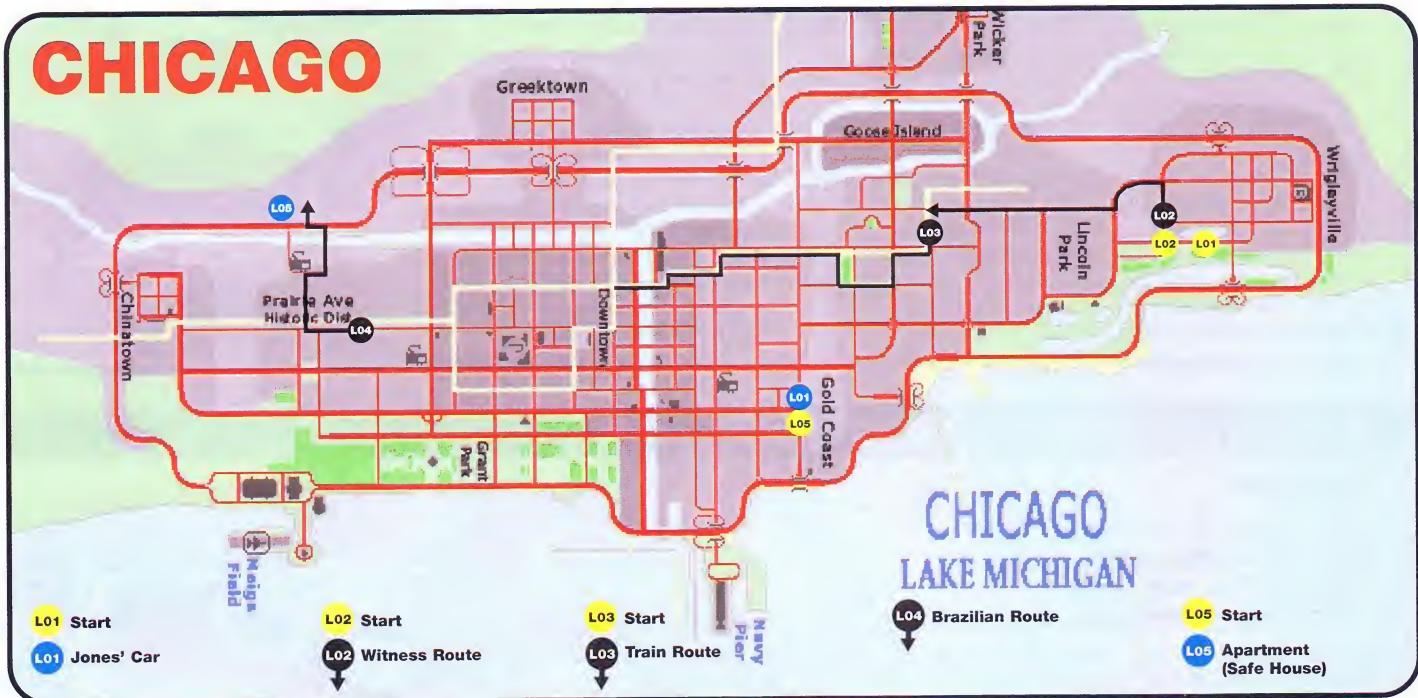


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Driver 2

Can't beat Driver 2? What do you want us to do – draw you a map? Well, you're in luck: here's the complete guide to this top hooning game.



L01: SURVEILLANCE TIP-OFF

MOB RULES: GET TO JONES' CAR ON THE OTHER SIDE OF TOWN

The witness is about to run. Get over to Jones' car, which is on the far side of the city. From the start, jump into the car by pressing ▲. Speed off down the alley and turn immediately left. Take the first left again and continue down the road, turning right at the second major junction you come to (near the huge hedge-walled areas). Now follow this street all the way along and around the curve. Turn right again and follow the right-angled road, which goes past Lincoln Park. At the very first junction, head right down the small road and follow the bend. Further up the road you'll see Jones' car parked up against a building on the left – it's marked by a red arrow. Get out of your car (↑ + ▲) and jump into Jones' car.

L02: CHASE THE WITNESS

MOB RULES: CHASE THAT WITNESS, NOW!

Now in Jones' car, you must chase the witness before he gets away from your boys. The witness is in the blue sedan just in front of you. You must stick close to him at all times as you can easily lose him. Follow the route on the map above and stay close. The witness will speed off down the street and turn left, following the bend around, and then turn right at the end. All you have to do from here is chase him down the long stretch. Avoid collisions with other cars at all costs, as these will slow you down dramatically.



L03: TRAIN PURSUIT

MOB RULES: STAY WITH THE TRAIN

As the witness has jumped onto the train, it's your job to chase it around the city. Follow our mapped route to help you. To get through the initial sand piles, you should tap the accelerator lightly and drive in a straight line down the centre of the alleyway. Turn right and follow the train as it takes its journey around the square track area. Now follow it all the way along the rest of the tracks and over the metal bridge. At the crossroads, anticipate that the train will turn left and follow. Quickly pull up by the steps on the left and side, get out of the car (↑ + ▲) and run up to the platform above.

L04: TAILING THE DROP

MOB RULES: FOLLOW THE BRAZILIAN

You must tail the Brazilian to his drop-off. The thing is you must not, under any circumstances, be seen or suspected. Try not to drive too close behind or recklessly – you must drive like any other driver to avoid being eyeballed. Use the Proximity gauge at the top of the screen to judge how far away you are. Try to stay in the green section of the gauge. If it goes into the red, you're either too close (to the left), or too distant (right), and you could lose him or be spotted.



L05: ESCAPE TO THE SAFE HOUSE

MOB RULES: GET HOME, DON'T INVITE THE COPS

Now that the police have arrived at the scene, it's time to flee. Get your butt back to your apartment – it's in the alleyway where you originally started the game. Check the map for a quick reference – it's by the Gold Coast area. You've got to lose the cops to avoid being caught. Find your own way across the city to avoid the fuzz and don't stir up too much more trouble, as more cops will tail you.

Aim to cut close to other cars and walls to try to force the police to crash. This will give you a bit more time to lose them. If your car gets trashed or you just want to give the cops the slip, get out and hijack another. In this new car your felony gauge will be reset – as long as the cops don't see you make the switch, of course.



CHICAGO L06: CHASE THE INTRUDER

MOB RULES: CHASE AFTER THE MAN IN YOUR APARTMENT

Firstly, get into your car and chase after the guy who hit you. You don't get much time so head left out of the alley. Turn right and cut past the left side of the church building – this will give you the advantage. Don't follow the intruder's every move exactly – he is a bit of a reckless driver and will drive through tiny gaps, hoping you'll follow and crash. The sneaky little devil will sometimes fake a turn and, if you're not careful, you could end up down the wrong street. Sometimes he'll try to lure you into danger by cutting close to other cars. Stick close to avoid losing him and follow him into every street



and alley he goes down. He won't go the same way twice, so keep an eye on his direction. Simply stick with him until the timer runs out. No matter what turns and alleys the intruder takes, he'll always end up in the old industrial area at the northwest end of the city.

CHICAGO L07: CAINE'S COMPOUND

MOB RULES: FIND YOUR WAY OUT OF THE COMPOUND

Firstly, turn around and get in one of the parked cars. Drive through the boxes and out of the warehouse. Turn right and head around the back, following the thin passage. Turn the corner and head for the gap between the two buildings opposite. A van will pull up, blocking your path. Ram it out of the way and head past the blue container just beyond it. Continue straight and squeeze past the front of the next white van that pulls out. Head slightly left and continue forward, down the alleyway and through the next one you see.

When the yellow van emerges, turn right into the warehouse and, when you exit, head slightly left through the gap towards the trees. Turn right and head through the tall alley, out onto the street area. Continue over the road and into the next industrial area. Head through the warehouse and turn left. Head right through the alleyway, where a white van will pull up. Squeeze past the front of it and turn left, heading through the gap to



the open area on the other side. Head through the gap in the buildings on the far right side and turn right. Drive through the next huge warehouse, emerging out on the street. A yellow van will now pursue you, so drive like the wind, heading right.

Follow the road all the way to the far end, past the crossroads blocked by trucks. On the right is the warehouse entrance, so handbrake-turn 180 degrees and enter the next area, heading past all the buildings and through the wide entrance of another warehouse. At the far end of the industrial area is a way through to the streets on the right. Head through the warehouse and turn left, following the street over the metal drawbridge.

CHICAGO L08: LEAVING CHICAGO

MOB RULES: GET TO THE TRAIN AND LEAVE TOWN

You'll need to get out of town and lay low for a while. The train is on the far side of the city and it's dark – not scared, are you? From the start, turn right or left and then the same way again to begin heading in the right direction. The train is on the east side of the city, by Grant Park (see map). Remember, Caine's boys are still after you and they're not happy chappies. They are all over the city and their cars are sometimes quite difficult to spot against all the other traffic, but they're the ones that like to cross the road and smash



you into tiny bits. During a quiet time (when no-one is chasing you), try changing cars. This will buy you some more time before they realise it's you.

HAVANA L09: FOLLOW UP THE LEAD

MOB RULES: TAIL THE BRAZILIAN IN THE CAR

Now in the Cuban capital of Havana, you'll have to tail the Brazilian in the car in front. This is the same as before, but this time the guy you're tailing will stop in the middle of the road if he gets suspicious of you. He won't always take the same route, either. Stay fairly close to the Brazilian (check your proximity gauge) and watch his every move as he can turn down slim streets and slow down at any given time.



HAVANA L10: HIJACK THE TRUCK

PART 1 – MOB RULES: HIJACK THE AMMUNITION TRUCK

Now you'll have to hijack a blue truck, which is carrying ammunition. Follow it and keep smashing into it to get it to stop. Watch out for the truck's escort, which will follow closely behind you and attempt to ram you off the road. To make life a little easier, try losing their tail by cutting close to walls, lampposts and between cars. Once you have lost the escort, concentrate on the truck.

PART 2 – MOB RULES: HIDE IT IN THE LOCK-UP

Once the truck has sustained a certain amount of damage, the driver will bail out. Quickly get out of your car and get in the truck. Now you'll have to get it to the lock-up, which is on the north-west side of the city. Trying not to damage the truck any



further, get to the lock-up as quickly as you can. Watch out for the Brazilians, who'll attempt to stop you by smashing up the truck. Once you get there, get out of the truck, open the doors by pressing ▲ on the switch on the left and then drive the truck in. Finally, you should get out of the truck and close the doors, using the switch on the inside of the lock-up.

HAVANA L11: STOP THE TRUCK



PART 1 – MOB RULES: STOP THE EXPLOSIVES TRUCK BEFORE IT GETS ACROSS TOWN

As before, chase the truck and damage it by ramming and smashing it. Avoid the grenades thrown at you from the truck, as these can send you flying. It's best to chase the truck from one side of the street, if possible, to avoid these bombs. Do not drive directly behind it. Once



Once you've got the truck carrying the bomb, get it to safety.

you've caught up, drive into the side of the truck. After a little while, and a few good hits, the driver will jump out, leaving you free to get in the truck.

PART 2 – MOB RULES: GET THE TRUCK TO THE LOCK-UP

Once the driver jumps out, get in the truck – the timer will be reset. Now you must get back to the lock-up in one piece. That means you can't afford to wreck the truck.



Watch out for grenades falling from the truck.



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HAVANA L12: FIND THE CLUE



MOB RULES: TRACK THE CARS AND GET THE FILE

Now you must chase four cars down, smash them to bits and find the file. The file is in the fourth car.

Once the phone call has finished, hop into your car, reverse and head right, down the curved street. Check your on-screen maps for the location and direction of the first car. Don't worry: the drivers of the cars you're chasing must be blind and/or stupid, as they tend to drive into walls and other objects. Also, they're much slower than you, so catching them is relatively easy – but

watch out, they're slippery little buggers, too. Chase them, using any possible short cuts to get there quicker, and smash the car until it's totally wrecked. Exit your vehicle and search the smashed car (by pressing ▲).

If your car is a bit on the damaged side, switch to any nearby one and continue the chase. Find the second car and smash it up, search it and change cars if yours is wrecked. Repeat this for the third car and search it to continue. Now seek out the last car, which is a lot further away. Once this car has been wrecked, search it for the file you need.

HAVANA L13: ESCAPE TO THE FERRY

MOB RULES: LOSE THE COPS AND GET TO THAT FERRY

Now you have the file, it's time to escape. Although you have no on-screen clock, you have to get to the ferry before it's too late. The distance to the ferry terminal might be very small, but you'll have to get there pretty fast. It's best not to pick up the police on the way – they'll chase you and batter you at every opportunity. Once at the docks, you must launch off the ramp and land on the ferry. If there is a police roadblock at the terminal, break

through and head up the ramp – you should still make it. Once on the ferry, brake hard or you'll end up in the water.



HAVANA L14: TO THE DOCKS

MOB RULES: GET TO THE DOCK AND FOLLOW UP THE CLUE

Now you'll have to get over to the docks on the south side of the city. Once you're off the ferry, head right and for the tunnel that will take you across the water. The tunnel entrance is the white concrete structure in the centre of the island you're on. Try not to annoy any police on the way and watch out for the roadblocks that appear at most junctions (if you're being chased).

Once on the other side of the water, keep heading down the same road until it ends. Now turn left and head for the long, winding road that leads to the docks on the outskirts of the city. Again, watch out for the police. Once you reach the docks, enter and head for the red arrow.



HAVANA L15: BACK TO JONES

MOB RULES: GET TO JONES

BEFORE JERICHO LEAVES TOWN

Jones is on the east side of the city and will be waiting for you. As you start, turn around and jump into the blue car parked nearby. Then exit the docks and head back up the winding road, turning right at the junction. Once again the cops are on your tail, so it's a good idea to lose them quickly – then you won't be rammed off the road every few seconds. Once you near the right area, check the map to find out exactly where Jones is. To help lose the cops, try cutting in between trees and cars. You



won't have that long to get to Jones, so the most direct route is probably the best, even if the cops are on your tail. When you find Jones, stop your car and get into his.

HAVANA L16: TAIL JERICHO

MOB RULES: FOLLOW JERICHO ACROSS TOWN

This is an easy task. Tail Jericho to the large building near the Old Havana area. Jericho takes a simple route, but will change it every time you play. Ignore the proximity warning when you go to follow him around a corner (as long as the gauge doesn't completely hit the red on the left), because as soon as you get around the turn, Jericho will be off and you'll have to catch up. Once at the building, there'll be an FMV cut-scene.



HAVANA L17: PURSUE JERICHO

MOB RULES: CHASE JERICHO AND STOP HIM

You have to stop Jericho at any cost. Firstly, jump into one of the cars on the left. The closest one will obviously give you a better start. Follow Jericho down the streets and smash him up whenever you can. Jericho is a very good driver and very sneaky to boot. Watch out for small alleys and streets that he heads down. He'll always try to make you drive into posts, walls and other cars, so watch where he drives and don't follow his exact moves or you'll probably crash.



Jericho is a good driver and he'll try to outwit you.

HAVANA L18: ESCAPE THE BRAZILIANS

MOB RULES: AVOID THE BRAZILIAN MOB AND GET BACK TO THE LOCK-UP

After catching Jericho, you must get back to the lock-up in one piece; it's all the way across town on the west side. Get back there the quickest way you can. You don't have a time limit to get there, but you're going to have to survive. The Brazilians are out in force and they want to stop you dead – literally.





LAS VEGAS L19: CASINO GETAWAY

PART 1 – MOB RULES: GET TO THE CASINO AND PICK UP THE GANG

You're now working for the opposition and you have to pick up the boys. The casino isn't too far away from where you start, so get in the car parked to your right and head along the main road going south. When you get to the casino, look out for the red arrow and drive towards it.

PART 2 – MOB RULES: GET THE GANG TO THE SAFE HOUSE

Once the boys have got in, head south along the main road again. The police will chase you at every opportunity; drive between cars and close to lampposts and



walls to try and evade them. Keep heading south until you reach the furthest end of the city. Turn right and head towards the lock-up area. Drive into the disused shopping area and enter the lock-up (the small brown door).

Pick up the gang outside the casino and then scarper.

One of the many colourful neon signs in Vegas.

LAS VEGAS L20: BEAT THE TRAIN

MOB RULES: BEAT THE TRAIN TO THE BRIDGE AND RESCUE THE GANG MEMBER

One of the gang members is tied up in a boot of a car on the bridge far ahead. You have to beat the train to the bridge to save him. As soon as the action starts, race along the side of the tracks and stay close to the train. You must beat the train to the first tunnel to stand a chance. Squeeze through the tunnel and speed along the tracks in front of the train. As long as you stay straight and keep a good speed, you should be able to get enough distance from it. Once at the bridge, slam



on the brakes and stop your truck. Now get out and into the abandoned one, which has the gang member in the boot. Quickly head up to the red arrow on the left before the train squashes you as flat as a pancake.

LAS VEGAS L21: CAR BOMB

MOB RULES: DRIVE THE BOMB-FILLED CAR BACK TO VASQUEZ

The mob has parked a C4-filled car outside your boss's extremely large house (who says crime doesn't pay?). You must drive the explosives car all the way over to Vasquez – gift-wrapped. Firstly, head on foot to the car in the front of your boss-man's house. Then head from the Lakeside area, around the lake and turn right and make your way to the main road. Vasquez's casino is near the Mid Strip area of the map, so get the car there and give him back his prezzie.

As usual, watch out for police chasing you and remember that the car is fragile



(even though it can take as much damage as a normal one) and will explode if wrecked. Once at Vasquez's casino, head carefully through the gardens area and park on the red arrow. Now get out of the car and run down the small alley in front of you, towards the arrow.

Drive with caution: your car is fragile and will explode if wrecked.

Head around the lakeside and into the main city.

LAS VEGAS L22: CAR BOMB GETAWAY

MOB RULES: GET YOUR BUTT BACK TO THE SAFE HOUSE

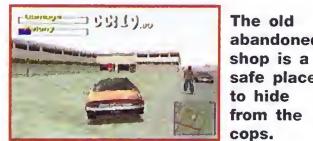
After the bomb explodes, you must get back to the safe house without inviting the cops. On foot, head out towards the road and get in the first car that you see – there's an orange one around the right corner.

Now drive right and then turn left onto the main strip.

Continue down this road until you reach the flashing dot on the map. Turn left and head for the arrow in the courtyard of an abandoned shop. Watch out for cops and try not to draw their attention too much, although you can't



really help it – driving twice the speed as the other cars looks a bit obvious. If you are chased, lose the old bill by weaving between cars and crossing sides of the road frequently.



The old abandoned shop is a safe place to hide from the cops.



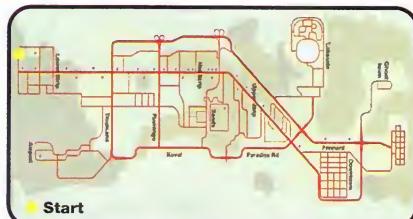
The cops are on your tail – pick up speed and loose them.

LAS VEGAS L23: BANK JOB

MOB RULES: RESCUE CAINE FROM THE BANK SHOOT-OUT

Jericho and some of the other gang members are trapped at the back in the Tropicana area. You haven't got much time to get there so look at our map for the quickest route – it's far easier than cutting across town. There are no police chasing yet, so you don't have to worry about them – just about getting there on time.

Before anything, you'll have to get out of the lock-up, so open the door (using the switch on the right) and get back in the car and head out onto the main roads. Once at



the bank, you'll have to get the boys back to the other safe house, north of where you are. The safe house is very difficult to find the first time round, but search the nearby areas for little alleys and enter the garage where the red arrow is.



Keep an eye on the road as the police try to force you off it.



The safe house is hard to find, so watch out for little alleys.

LAS VEGAS L24: STEAL THE AMBULANCE

MOB RULES: STEAL THE AMBULANCE, QUICKLY!

The ambulance must be stopped and stolen – sounds easy, but it ain't! Don't wait for the ambulance to pass; as soon as the action begins, drive out onto the road and hit the ambulance as it drives by. This will give you a good head start. Now follow the ambulance and hit into it at every opportunity. Remember, the police are part of the convoy as well, and not only will you have to chase and steal the ambulance, but the unrelenting boys in blue will be breathing down your neck. Once the ambulance is sufficiently damaged, you can get out of your car and



steal it. Be careful not to damage the ambulance too much before you steal it, otherwise it'll be an easy target for the cops when you're driving it. If you've managed to successfully steal the ambulance and lose the police escort, head back to the lock-up at the south side of town.





downloading DRIVER 2

LAS VEGAS L25: STAKE OUT

MOB RULES: GET JONES TO THE AIRPORT AND AVOID ALL COPS

You have to get back to the airport, but the building is surrounded. There are plenty of cops about and you'll never really be left alone for too long, so keep an eye out and drive well to lose the tails.

The airport is located to the south-east of the city. Get there the fastest and most efficient way you can and try to lose the police to make life a little easier. From the starting point, head south and then east along the main road



on the outskirts of the city. Once at the airport, head to the far west side of the complex and drive towards the red arrow on the thin lane.

LAS VEGAS L26: STEAL THE KEYS

MOB RULES: FIND THE KEYS TO VASQUEZ'S SUPPLY YARD

There is a blue car containing the keys to Vasquez's supplies complex. You must chase and total the car and grab the keys from the wreck. The car starts off just north of the airport where you start.

Jump in the car to the right and head out of the airport towards the Tropicana area. Chase the blue car and, when you've caught up, smash it about. Luckily, once you've caught up with the blue car, he'll drive like a mad thing, crash into everything and go really slowly, allowing



you plenty of time to give it a bashing. Once you wreck the car, get out and check the other car for the keys.

LAS VEGAS L27: C4 DEAL

MOB RULES: GET TO THE CAR LOT AND DON'T INVITE THE COPS

There's an explosives deal going down. You must get to the rendezvous before the deal is blown (so to speak), without attracting the police.

The rendezvous is at the car lot, up in the Downtown area. The easiest way there is to take the main road. You're right next to it when you start, so head north and lose any cops that follow. If you get to the Downtown area and are still being pursued, lose the



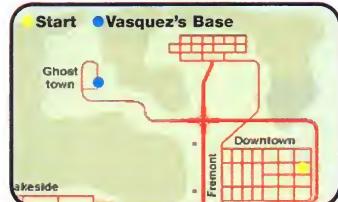
cops before entering the car lot. Use all the usual tactics, but make sure you get to that deal on time. Once you're at the car lot, the deal will kick off and the C4 will be yours.

LAS VEGAS L28: DESTROY THE YARD

MOB RULES: USE THE C4 TO DESTROY VASQUEZ'S BASE

Now it's time to do what you've wanted to do for ages: blow up Vasquez's base. From the start, get into any car or truck. Then head out of the car lot and left, to the east end of the area. Head through the two tall buildings and use the sand ramp to get onto the main road that runs on the outskirts. Head left and follow the road around, past the spaghetti-junction sections, towards the Ghost Town area. As always, those pesky cops are on your tail, so lose them before you get to the base.

Once at the base area, look for the door with the red arrow outside and get



out of your car. Use the key (by pressing ▲) to open the door and enter the supply base. Inside, plant three sets of C4 on the boxes that are marked. Once all three have been planted, get out and drive away.

RIO L29: BUS CRUSH

PART 1 – MOB RULES: STEAL THE STRENGTHENED BUS

Now you are in the Brazilian metropolis of Rio. It's your task to steal a highly reinforced bus. Firstly, get into the nearby car and head out onto the streets of Rio. The bus is on the east side of the city. From the start, head directly east along the winding road and search for it.

PART 2 – MOB RULES: FIND AND SMASH VASQUEZ'S CARS

Once there, get out of your car and into the bus. Now you must drive to the Santa Tereza area and look out for Vasquez's cars, which are parked outside a hotel. There are five cars to wreck, but you only have to ram each one once with the bus. After all the cars have been destroyed, make your way to the lock-up on the north-east side of the city. If you stay in the bus, you'll be able to withstand smashes, but you can steal a car if you'd prefer – it'll get you there quicker.



RIO L30: STEAL THE COP CAR

MOB RULES: STEAL A CAR FROM OUTSIDE THE POLICE STATION

Your task is to steal a police car from the police station and take it to the hide-out. The police station is to the south-west and you'll have to get out of the car and open the door once you're there. Inside the police station, get in the police car to the left and the chase is on. You must now get to the hide-out at the far north of the city. The Brazilian police car doesn't handle too well and its



acceleration is none too good, either. You need to head out of the station and north along the main road that runs on the outskirts of the city.



Open the door to the cop shop and steal a car.



The Brazilian police car is very sluggish.

RIO L31: CAINE'S CASH

PART 1 – MOB RULES: STEAL THE LIMO BEFORE IT GETS AWAY

You need to stop the black stretch limousine – very easy. Firstly, drive out of the lock-up and head left. Then, when you see the limo at the first junction, stop in front of it. Now get out of the police car and into the limo.

PART 2 – MOB RULES: TAKE THE LIMO TO THE MANSION

The limo is surprisingly fast and handles very well. Watch out for tight corners though, as the limo is twice as long as a normal car and can easily get stuck. Once at the mansion, enter the gates and



a cut-scene will kick in. As the cops arrive, you'll have to get out of there. With one of Vasquez's gang in hot pursuit, make your way back to the lock-up the same way.



RIO L32: SAVE JONES

MOB RULES: CHASE AND DESTROY THE GREEN SEDAN

There's a green sedan that's driving about and it needs to be wrecked very badly. Find and chase it – check the map frequently for its location and direction. The green car driver is pretty good and takes risks to try and shake you. Despite the crazy driving, he can be quite slow and tends to crash. This will give you a chance to smash him about.



RIO L33: BOAT JUMP



MOB RULES: GET TO THE DOCKS

This is a simple mission: just get to the docks as fast as you can. Get into the car in front of you and make your way to the main road that runs around the city, heading north. Once at the docks, drive in

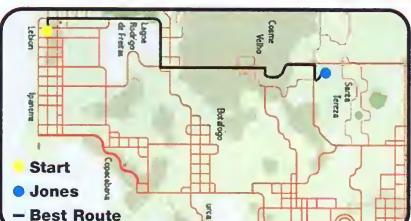
and onto the ship opposite. Get out of your car and plant the detonators on the three crates – you'll have extended time to do this. Once all three bombs have been planted, it's time to leave. Drive up the ramp and land on the docks.

RIO L34: JONES IN TROUBLE

MOB RULES: GET TO JONES BEFORE VASQUEZ DOES

Jones is at the water tower and he's in trouble. Vasquez has found him out and he's pretty annoyed about it. You'll have to get to Jones before Vasquez does. The water tower is just to the south of the Santa Tereza area, at the end of an old lane. Watch out for cops – they tend to hit you head-on and stop you in your tracks – the bastards!

Also, as the roads are so windy and narrow, you'll have to watch out for lampposts and telegraph poles sticking out – they're easy to misjudge and crash



into. Once at the destination, quickly get out of the car and run through the small opening to the cabin in the grounds of the water tower. The quickest way to the water tower is shown on the map above, so follow it all the way.

RIO L35: CHASE THE GUNMAN

MOB RULES: CHASE THE GUNMAN AND RUN HIM OFF THE ROAD

After the cabin shootout, you'll have to chase the gunman who's driving the other car. As soon as you start, jump into the car in front of you by the gate and head off after him. The gunman is a very good driver and can easily weave in and out of dangerous situations, leaving you behind. He's very fast and will risk any short cut or reckless act to slow or stop you. He'll take you down some really thin lanes filled with traffic galore. The roads around the lake are particularly tricky to navigate but you



can short cut the corners by driving through the brown fences. It'll be a hard chase as the time limit is tight, but if you're right behind him you can push him into other cars – this will do more damage to him than a normal crunch.

RIO L36: LENNY ESCAPING

PART 1 – MOB RULES: GET TO JERICHO, QUICK SMART!

You need to get to Jericho as quickly as you can, and the cops are on your tail. As soon as the action begins, hop in the car opposite you and head down the road you'll be facing. Do not head up the ramp onto the flyover – instead follow the main road through the winding town area. Watch out for cops and stupid drivers who cross your path. The cops will crash head-on if they can, which will damage your car and might send you spinning into a building. As soon as you get near the building where Jericho is, drive down the alleyway that runs down the centre and get into his car.

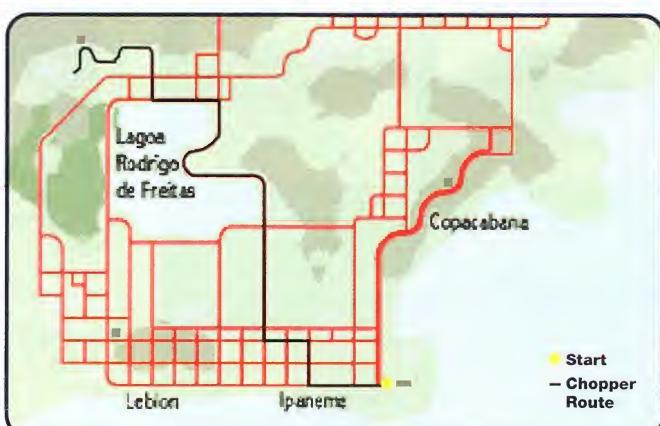
PART 2 – MOB RULES: GET TO THE HELICOPTER AND STOP LENNY

Once in Jericho's car, it's time to stop Lenny from leaving once and for all. The helicopter is in the far south-east corner of the city, away from the road – check our map for the exact location. Just head south, avoiding the cops as you go. Follow the coast road all the way until you reach the southernmost part of the city. Now turn left and enter the seaside villa area. Head up the ramp and through the archway and you'll see cannons along the path as you head for the waiting chopper.



Head up the ramp to catch the helicopter.

RIO L37: LENNY GETS CAUGHT



MOB RULES: KEEP THE CHOPPER IN SIGHT AT ALL TIMES

Now with Lenny's chopper shot and flying around the city, you must follow the exact route that the chopper takes to catch it when it inevitably crash-lands. You'll start at the same point where you finished the last mission. Now that Jericho knows you've double-crossed him, his boys are after you and they mean business.

The usual evasion tactics still apply, so

lose the tails as quickly as you can. Follow the helicopter route on our map to stay one step ahead. Jericho's boys are everywhere and they're not as obvious as the police cars. Just look for the cars that can't wait to crash into you and purposely head straight for you, ramming you into buildings and other cars (it's a good sign!). Follow the helicopter all the way to the tower at the end of the lane and it'll crash-land. Once there, it's job done.



Stay close to the chopper by following the red arrows.



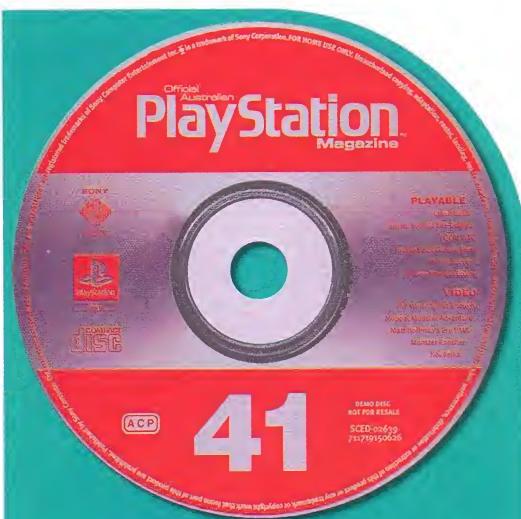
Bad luck! At least you can try again...





downloading ON THE DISC

ON THE DISC downloading



For some readers it will be déjà vu all over again as Spyro and Crash bounce their way back onto a PSM demo disc. These characters have certainly developed over the years and they're more fun than ever. Elsewhere on this month's disc, there is kicking, punching, steering and grooving pleasure to be had – and some tantalising previews.



Step 1: Pop up the lid and place PSM's disc into your lucky PlayStation.

Step 2: Then it really is as straightforward as pressing **Power** on your machine. Go on, risk it.



Step 3: Cue Sony, PlayStation and then Powerline logos. Finally the game name flashes on a funky background. Like this.

Step 4: Scroll left and right with the D-Pad to select other demos and then press **Start** to play.



Any problems, just pop your disc in an envelope to this address (left) and we'll send you a replacement.

Spyro: Year Of The Dragon

Publisher: Sony Genre: 3D platform adventure

Program: Playable demo



The little purple fire-breather is back. A bunch of dragon eggs have gone missing and it's up to you, playing the part of our hero, to get them back. The demo offers three levels: Skate Park, Molten Crater and Seashell Shore. Defeat the enemies using your flame or charge attack, pick up the gems, talk to everybody, and complete the tasks to collect the eggs. Following you around is Sparx The Dragonfly – he represents your health (boost your health by eating butterflies and other small creatures).

Controls

- ←↑↓→ Move left/forward/back/right
- Flame attack/spit object
- Charge/ram attack
- × + ▲ Headbash
- ×
- × + × Jump
- × + × + ▲ Glide
- × + × + ▲ Glide, hover and land

Additional features

You'll be able to enjoy various mini-games, and play the part of other animals.

Further information

To find out why Spyro is one of PSone's star performers, check out our review in PSM 40 (page 50) – it scored a perfect 10!

As Sgt Byrd:

- Dive underwater
- ×
- × Paddle underwater
- × + ↑ / ↓ Jump on and move on ladders





Crash Bash

Publisher: Sony/Universal **Genre:** Party game
Program: Playable demo



Designed to be a full-on multiplayer fest, *Crash Bash* is a huge melting pot of a title, amalgamating just about every gaming genre you could possibly think of. Our demo gives you the opportunity to try out the Polar Panic and Pogo Painter in both Adventure and Battle modes. In Adventure mode complete the Crystal Challenge and you'll get through to Pogo A Gogo if you finish all the other levels available.

Controls

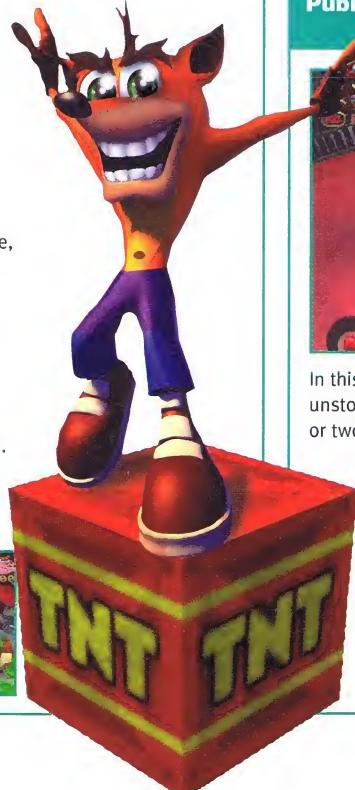
- ←↑↓→ Move left/forward/back/right
- ✗ Jump
- Attack other players
- Pick up/throw crates
- Start Pause game

Additional features

The full game includes a multiplayer Battle mode, a single or two-player Adventure mode (which takes you through 22 arenas and four bosses). Plus jousting, pogo, air hockey, a tank game, crate tossing, and racing mini-games – to name but a few.

Further information

Crash Bash was playtested in *PSM* 40 (page 46).



This Is Soccer 2

Publisher: Sony **Genre:** Soccer
Program: Playable demo



This is a teaser demo from the second instalment in Sony's soccer series. Screw in your studs and prepare to play as either England or Brazil on your own or with a mate. It's a game of two halves: play both of them.

Controls

- | | |
|-------|---|
| ←↑↓→ | Move player |
| ■ | Shoot (tap for low shot, hold for high shot) |
| ■ | Volley/header |
| ✗ | O'head shot/short pass |
| ✗ + ✗ | One-two |
| ✗ | Give and go (press and hold – receiving player will return pass when ✗ is released) |
| ● | Long pass |
| ▲ | Sprint (repeated tap)/knock ahead |
| L1 | Spin feint |
| L2 | Shimmy with knock ahead |
| R1 | Special mode |
| R2 | Shimmy, close control |

Additional features

The complete game features full match commentary as well as a massive range of cup and league competitions from around the world.

Further information

This Is Soccer 2 was reviewed in *PSM* 40 (page 59).

Prince Naseem Boxing

Publisher: Codemasters **Genre:** Boxing
Program: Playable demo



In this playable demo you can choose to fight as Prince Naseem, Britain's unstoppable featherweight champ, or as Slick Daddy in a three-round, single or two-player fight. Seconds away, round one.

Controls

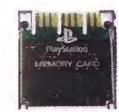
- | | |
|-------|------------------|
| ←↑↓→ | Move boxer |
| R1/L1 | Dodge left/right |
| ■ | Jab |
| ● | Hook |
| ✗ | Uppercut |
| ▲ | Cross |

Additional features

The full game features 16 international boxers in 16 global locations.

Further information

This is the UK version of *Mike Tyson Boxing*, reviewed in *PSM* 40 (page 58).



downloading ON THE DISC

Jungle Book Groove Party

Publisher: Sony Genre: Dancing
Program: Playable demo



Everybody's favourite man-child heads to the PSone with a bit of a swagger and a swing in his step. A combination of Konami's *Beatmania* and Sony's *PaRappa The Rapper*, the game's premise is simple: keep to the beat and repeat the button presses as they scroll down the screen. In the demo you can play on your own or with a mate in Story or Vs modes, with difficulty settings from Easy to Crazy. Unless you have the dexterity of a concert pianist, you might want to start with Easy.

Controls

On screen



Additional features

The full game has all your favourite *Jungle Book* characters, including King Louie, Shere Khan and Baloo.

Further information

Check out our preview in PSM 39 (page 54).

TOCA World Touring Cars

Publisher: Codemasters Genre: Racing
Program: Playable demo



Yes, this demo did appear on PSM 38's cover disc, but without the Time Trial mode. So, to make sure that no-one has missed out, here's the demo in its entirety. It includes both the Free Race at Hockenheim and the elusive Time Trial on the Catalunya circuit.

Controls

← ↓ ↑ →	Steer car
(or left Analog)	
x	Accelerate
■ (or right Analog)	Brake
●	Handbrake
▲	Change camera
R1	Rear view
R2	Change up
L1	Damage detector
L2	Change down
Start	Pause

Additional features

As you'd expect, the TOCA licence brings with it authentic liveries, driver names and competition rules.

Further information

Naturally you've already read our full review in PSM 38 (page 56).

Video Gallery

Is the effort of bashing a controller too much? Then sit back and enjoy these rolling demos.



Muppet Monster Adventure

Publisher: Sony Genre: Platformer
MMA casts you as Robin, Kermit's cute nephew, as he attempts to save his uncle and the other Muppets who have been transformed into monsters. Using special powers (gliding, climbing, and pulling), you must make your way around the *Spyro*-esque fairytale environment. Our demo gives you a sneak peek at the challenges.

Monster Rancher

Publisher: Sony Genre: Monster collecting
An unusual game. You load up *Monster Rancher*, take it out and put in a music CD, then select a track to create a musically generated monster. There are over 400 basic varieties, and you need to generate the most suitable one for the fighting that ensues. Once selected, you can train and love your monster as your very own...



Koudelka

Publisher: Infogrames Genre: RPG
From the *Final Fantasy* team, this gothic horror RPG is also distinctly reminiscent of *Silent Hill*. *Koudelka Lasant* is a young psychic banished from her town by ignorant locals. She ends up in a Welsh monastery, where she encounters all kinds of challenges requiring puzzle-solving, strategy and turn-based battles. Dark stuff.

Mat Hoffman's Pro BMX

Publisher: Activision Genre: BMX
Mat Hoffman is one of extreme sports' best-known stars. This is in a similar vein to the *Tony Hawk's* games, remaining true to the sport and giving you the opportunity to pull off numerous gnarly tricks – but without the danger of the real thing. This demo shows you some of the stunts and levels *Pro BMX* has lined up.



The World Is Not Enough

Publisher: EA Genre: First person shoot 'em up
EA has its second shot at a Bond game and, this time, the game is more worthy of its licence. The first person perspective makes you begin to feel that you really are James Bond. Just don't try any of the lines – and especially not the carnage – in real life. This is a real teaser of a demo – see our review of the full game on page 54.

Download

HOW TO USE OUR DOWNLOAD CHEATS

Stick an official Memory Card in your PSone and pop in the demo. Select Download from the main menu using **x** and scroll through the saves using **↑** and **↓**. Press **x** to select the save and it will be stored on your Memory Card. Use these cheats on the full copies of your games.

Silent Hill

If you have finished this game, you'll now be able to play in Next Fear mode. You are in the hospital and have the Katana.

Wipeout 3

The complete game is available, with all tournaments, tracks, classes and ships.

Kurushi

You get one extra character to play with – Cherry.





takeupthechallenge

Win a Polaroid camera from Ted's Camera Stores!



[ON THE CD]

**Spyro: Year Of The Dragon**

The first level in this demo puts Spyro in a skateboard arena, where he must zip around and collect all the lizards. Doing this without falling off your skateboard is just your warm-up. The real challenge is to go back to that level and collect all the lizards and gems without being wiped out. Some of those gems are in tough places, so good luck.



[ON THE CD]

**Prince Naseem Boxing**

He was dumped in favour of Mike Tyson for the local release, so this demo is the only chance you'll have of playing the Prince. Select the top difficulty setting and then KO "Slick Daddy" Ellis without being knocked down yourself. If you can survive, consider yourself both a hardcore boxing freak and a patient individual.

**Spider-Man**

Forget about multiple lives and inject a bit of life-threatening realism. At the end of the game you fight three bosses in quick succession – Doc Ock, Carnage and then a mutated Monster Ock. The challenge is to defeat them on the hardest difficulty setting without losing a life. Saving your game might come in handy here. Have fun, "true believers".



High Score Table

Dave Mirra Freestyle BMX

We were flooded with entries for the *Dave Mirra Freestyle BMX* Challenge of the Month in *PSM* 39, some of them hand-delivered by rad jumpers grinding on our seventh-floor window ledge. Daniel Wheeler was the highest scorer, with an astonishing 1,507,620. Congratulations, Daniel. A copy of *Driver 2* is in the post.

1. Daniel Wheeler	NSW	1,507,620
2. Mark Murphy	NSW	1,318,295
3. Richard Stubbing	NZ	997,700
4. Iwan Pöhl	AUS	916,808
5. Jason Payne	QLD	718,770
6. Tim Lovell	TAS	676,413
7. Yoni Den Houter	QLD	668,800
8. Kevin Davis	AUS	655,387
9. Matthew McCarten	NZ	625,211
10. Michael Dowling	VIC	618,991



challenge of the month – TOCA World Touring Cars



To enter our challenge, power up *TOCA WTC* on the demo disc and go into the Time Trial mode. *PSM* is searching for the fastest track time on Catalunya, and to stand a chance you'll have to be at least sub 2.00:00, so aim to crack the 1.55:00 mark. Be aware that around the two-and-a-half-lap mark the game suddenly quits, so be ready when that lap time flashes up.

The fastest hoon will win a snazzy Polaroid i-Zone Deluxe camera plus three rolls of film,

valued at \$70. The next four runners-up will each receive a Polaroid i-Zone camera, valued at \$39.95. All prizes are courtesy of Ted's Camera Stores.



Tips for taking photographs: Using a fast film and turning off the flash to cut down on screen reflection, point the camera at the telly and snap away. The darker the room, the better.

Tips for taking videos: We only need you to record your score, so pop in a video (you'll need a spare channel on the video for your PSOne) and press Record.

Send this coupon and proof of your score to: Take Up The Challenge, Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028. Entries close February 27. Sorry, but we cannot return videos and photographs unless you include a self-addressed envelope with the appropriate postage paid.

Name:

Age:

Address:

State: Phone:

Race Time:

Evidence:

NEXT MONTH

On sale February 28 New Zealand on sale March 15

REVEALED!

PSM's undercover agent gets the low-down on Sony's upcoming stealth adventure, C12.

FIRST LOOK

Previews of gorgeous racer *Vanishing Point* and Mat Hoffman's *Pro BMX* – will he upstage Tony Hawk?

REVIEW FRENZY

Don't miss Duke Nukem in *Land Of The Babes* and playtests of every new PSOne game.

PLUS!

WWF SmackDown 2 grappling tips and part II of our *Medal Of Honor: Underground* guide.

EXCLUSIVE DEMO DISC:**PLAYABLE**

- *Time Crisis: Project Titan*
- *Chicken Run*
- *Ms Pac-Man*
- *Re-Volt 2*
- *Bugs & Taz: Time Busters*
- *Asterix*
- *Frogger 2*
- *Cricket 2000*

VIDEO

- *Tomb Raider Chronicles*
- *Spyro: Year Of The Dragon*



downloading TAKE UP THE CHALLENGE



Kurt Angle

Staying a safe distance from modest WWF SmackDown 2 star Kurt Angle, we asked if he thought his muscles really were big enough...

Official PlayStation Magazine: What's it like playing yourself on PSone?

Kurt Angle: I enjoy it. I think I have the best moves in the WWF, and I think that I will be the best character for kids to portray.

PSM: Did you get involved in the development of the game? Did they capture your movements?

KA: No, I didn't get involved, but I was able to do the commercial.

PSM: Are you happy with how you look in the game? Do your muscles look big enough?

KA: I'm more ripped and cut in real life. But I'm one of the best-built guys in the game, so I can't complain.

PSM: Were you ever big on playing videogames?

KA: I played a lot in college. If I wasn't studying or training, I was playing videogames and eating nutritious foods. I stayed away from the party life and dedicated my life to winning the gold medals. And that had a lot to do with the videogames – they kept me motivated.

PSM: Which were your favourite games?

KA: I liked Pac-Man, Super Mario Brothers. There are a lot of cool games out now, but I like the games that came out first, even as old as Missile Command.

PSM: Do you play against other WWF guys in SmackDown 2? Who wins?

KA: Of course I win all the time. I have wrestled Stone Cold, Rock, D-Lo Brown – and I'm still undefeated.

PSM: Do you use the Olympic Slam?

KA: In the game, I hit every one of my opponents with the Olympic Slam, and that, my friends, is true.

PSM: The game really captures the razzamatazz. Does it capture the egos of the wrestlers, too?

KA: I guess as much as a videogame can.

PSM: Do you think that there's too much fighting outside the ring these days?

KA: In the game, it is very much like what you see on Raw or SmackDown, and that is what I liked about the game. You get the same effect.

PSM: What do you think will happen with the Vince McMahon legacy?

KA: The man is tremendous, and he will have a lot more success. He is the type of guy who won't settle for less, and he expands himself in a very fashionable and honourable manner.

PSM: Who's the most feared wrestler?

KA: Right now the most feared is the champion, and currently that is myself, the Olympic hero Kurt Angle.

PSM: Who's the strongest wrestler that you've come across?

KA: A tie between Big Show, Kane and Mark Henry. However, my wits overcame their strength and I came out on top.

PSM: What are your long-term goals?

KA: To hold the WWF title as long as I can, hopefully for a few years. My goal is also to go out and do my best.

PSM: Being a past gold medallist, did you miss being a part of the Sydney Olympics?

KA: Very much. It was a very momentous time for Australia. USA came out on top yet again. We had two Olympic gold medallists in wrestling. And USA fared well.

PSM: What's more demanding, training for the Olympics, or being a WWF Superstar?

KA: That's tough. Being a part of the WWF takes a lot of hard work. We travel over 250 days on the road. Being a Superstar might overcome the training aspect because you have a lot more responsibility.

PSM: Could you beat Tyson in an arm wrestle?

KA: If I put my mind to it, but of course I'm not an arm wrestler. With my dedication and desire, I can come out on top against anyone.

PSM: Finally, we have a bet going here at PSM. Seriously, how much can you bench press?

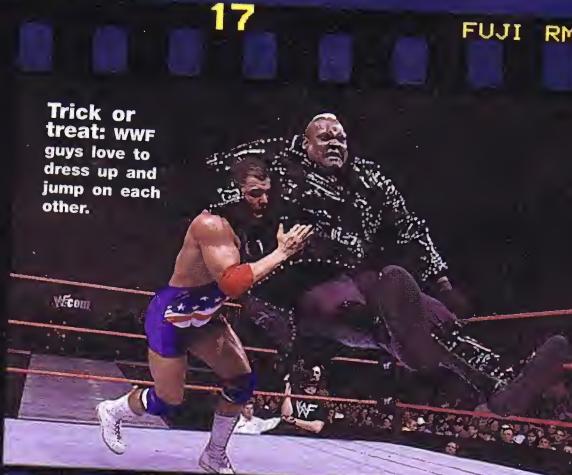
KA: About 950 pounds [approximately 430kg]. It's true, it's true!



"I hit every one of my opponents with the Olympic Slam"



Trick or treat: WWF guys love to dress up and jump on each other.



After all these years Kurt insists on wearing a gym suit from his school days. The pain keeps him motivated

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